

***Sound Ideas Sound Effects
Library Volume 1A***

EL-03-0988

filename seconds caption

AIRPLANE

APTRB--1	21.8	AIRPLANE, TURBO-PROP - Aurora, Pass Overhead
APTRB--3	11.2	AIRPLANE, TURBO-PROP - Aurora, Pass Overhead
APTWN--1	8.1	AIRPLANE, TWIN PROP - Otter, Pass Overhead
APWW2--1	6.5	AIRPLANE, WW2 - FG1-D Corsair, Pass Overhead
APWW2--3	8.4	AIRPLANE, WW2 - P51D Mustang, Pass Overhead
APWW2--5	6.8	AIRPLANE, WW2 - Grumman TMB-3E Avenger, Pass Overhead
JTFTR--1	13.2	JET, FIGHTER - CT-114 Tutor, Pass Overhead
JTFTR--3	10.1	JET, FIGHTER - F-16, Pass Overhead
JTFTR--5	20.0	JET, FIGHTER - F-16, Pass Overhead
JTPAS--1	14.7	JET, PASSENGER - Concorde, Pass Overhead
JTPLD--1	15.9	JET, PASSENGER - Landing, Pass Overhead
JTPLD--3	13.8	JET, PASSENGER - Landing, Pass Overhead
JTPLD--5	17.7	JET, PASSENGER - Landing, Pass Overhead
JTPLD--7	20.7	JET, PASSENGER - Landing
JPTPO--1	18.5	JET, PASSENGER - Take Off, Pass Overhead
JPTPO--3	23.5	JET, PASSENGER - Take Off, Pass Overhead
JPTPO--5	28.5	JET, PASSENGER - Take Off, Pass Overhead
JPTPO--7	19.9	JET, PASSENGER - Take Off
JPTPO--9	18.2	JET, PASSENGER - Take Off
JPTPO-11	16.9	JET, PASSENGER - Take Off

ALARM

AABRG--1	5.8	ALARM LOOP - Burglar Alarm
AAFIR--1	4.0	ALARM LOOP - Fire Alarm, Bell

ALARM:CLOCK

CLALM--1	0.5	CLOCK, ALARM - Electronic, Beep
CLALM--2	10.2	CLOCK, ALARM - Electronic, Beep
CLALM--3	0.6	CLOCK, ALARM - Electronic, Beep
CLALM--4	0.6	CLOCK, ALARM - Electronic, Beep
CLALM--5	0.6	CLOCK, ALARM - Electronic, Beep
CLALM--6	3.3	CLOCK, ALARM LOOP - Electric, Buzzer
CLALM--7	2.7	CLOCK, ALARM LOOP - Wind Up, Ringing

ANIMAL:CHICKEN

ANCHK--1	9.8	CHICKEN LOOP - Chicken Coop Ambience
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3.2 Sound Ideas Sound Effects Library

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ANIMAL:COW

CWMOO--1 1.5 COW MOO - Single Moo

ANIMAL:DOG

DGBKI--1 0.4 DOG BARK - Shepherd, Single Bark, Indoor

DGBKI--2 0.5 DOG BARK - Shepherd, Single Bark, Indoor

DGBKI--3 0.7 DOG BARK - Shepherd, Double Bark, Indoor

DGBKI--4 0.4 DOG BARK - Shepherd, Single Bark, Indoor

DGBKI--5 14.8 DOG BARK - Shepherd, Barking, Indoor

DGBKI--6 0.4 DOG BARK - Terrier, Single Bark, Indoor

DGBKI--7 0.5 DOG BARK - Terrier, Single Bark, Indoor

DGBKI--8 14.6 DOG BARK - Terrier, Angry Barking, Indoor

DGBKI--9 0.5 DOG BARK - Dobermann, Single Bark, Indoor

DGBKI--10 0.6 DOG BARK - Dobermann, Single Bark, Indoor

DGBKI--11 0.6 DOG BARK - Dobermann, Single Bark, Indoor

DGBKO--1 0.5 DOG BARK - Shepherd, Single Bark, Outdoor

DGBKO--2 11.8 DOG BARK - Shepherd, Barking, Outdoor

DGGRI--1 1.8 DOG GROWL - Shepherd, Growl, Indoor

DGMON--1 2.8 DOG MOAN - Dobermann, Moan, Indoor

DGMON--2 1.1 DOG MOAN - Dobermann, Moan, Indoor

DGMON--3 1.2 DOG MOAN - Dobermann, Moan, Indoor

DGYPO--1 1.2 DOG YELP - Shepherd, Single Yelp, Outdoor

DGYPO--2 1.8 DOG YELP - Shepherd, Yelping, Outdoor

ANIMAL:HORSE

HRGRT--1 1.4 HORSE - Grunt

HRMAD--1 11.1 HORSES - Neighing & Squealing in Stable

HRNAY--1 2.0 HORSE - Neigh

HRNAY--2 1.7 HORSE - Neigh

HRNAY--3 1.4 HORSE - Neigh

HRNAY--4 2.6 HORSE - Neigh

HRNAY--5 2.0 HORSE - Neigh

HRSNT--1 0.8 HORSE - Snort

HRSNT--2 1.1 HORSE - Snort

HRSNT--3 0.7 HORSE - Snort

HRSQU--1 1.7 HORSE - Squeal

HRSQU--2 1.1 HORSE - Squeal

filename seconds caption

APPLAUSE

ALLGI--1	16.7	APPLAUSE - Large Crowd, Indoor
ALLGI--2	9.2	APPLAUSE - Cheering, Large Crowd, Indoor
ALLGI--3	16.7	APPLAUSE - Cheering & Whistling, Large Crowd, Indoor
ALLGO--1	9.2	APPLAUSE - Cheering, Large Crowd, Outdoor
ALLGO--2	11.0	APPLAUSE - Cheering & Whistling, Large Crowd, Outdoor
ALLGO--3	9.2	APPLAUSE - Cheering & Whistling, Large Crowd, Outdoor
ALMDI--1	7.1	APPLAUSE - Medium Crowd, Indoor
ALMDI--2	12.0	APPLAUSE - Medium Crowd, Indoor
ALMDI--3	10.7	APPLAUSE - Laughter & Whistling, Medium Crowd, Indoor
ALMDI--4	8.2	APPLAUSE - Cheering & Whistling, Medium Crowd, Indoor
ALMDO--1	6.7	APPLAUSE - Medium Crowd, Outdoor
ALMDO--2	5.7	APPLAUSE - Medium Crowd, Outdoor
ALSMI--1	7.0	APPLAUSE - Small Crowd, Indoor
ALSMI--2	6.3	APPLAUSE - Small Crowd, Indoor
ALSMI--3	6.5	APPLAUSE - Cheering, Small Crowd, Indoor
ALSMI--4	6.8	APPLAUSE - Laughter, Small Crowd, Indoor
ALSMI--5	10.1	APPLAUSE - Howling & Whistling, Small Crowd, Indoor
ALSMO--1	7.2	APPLAUSE - Small Crowd, Outdoor
ALSMO--2	22.6	APPLAUSE - Small Crowd, Outdoor

APPLIANCE:BLENDER

EABLN--1	5.1	BLENDER - Start, Run, Stop, Dry Ingredients
EABLN--3	5.1	BLENDER - Start, Run, Stop, Liquid Ingredients

APPLIANCE:FREEZER

EAFRZ--1	5.5	FREEZER INTERIOR LOOP - Open Door, Fan Running
EAFRZ--2	4.2	FREEZER INTERIOR LOOP - Fan Running
EAFRZ--3	1.7	FREEZER - Close Door

APPLIANCE:FRIDGE

EAFRG--1	5.0	FRIDGE INTERIOR LOOP - Open Door, Fan Running
EAFRG--2	2.7	FRIDGE INTERIOR LOOP - Fan Running
EAFRG--3	1.1	FRIDGE - Close Door
EAFRG--4	2.7	FRIDGE EXTERIOR LOOP - Fan & Compressor Running

APPLIANCE:MISC

EAKNF--1	10.5	CUTTING - Electric Knife, Cutting Meat
FDCAN--1	12.0	CAN OPENER - Manual, Open Can

3.4 Sound Ideas Sound Effects Library

APPLIANCE:MISC (con't)

FDCAN--2	11.0	CAN OPENER - Electric, Open Can
FDGRD--1	0.8	GRINDING - Mortar & Pestle, Grinding Spice, Single Grind
FDGRD--2	0.6	GRINDING - Mortar & Pestle, Grinding Spice, Single Grind
FDGRD--3	4.2	GRINDING LOOP - Mortar & Pestle, Grinding Spice
FDGRD--4	0.5	GRINDING - Pepper Mill, Single Grind
FDGRD--5	0.6	GRINDING - Pepper Mill, Single Grind
FDGRD--6	5.4	GRINDING LOOP - Pepper Mill
FDNUT--1	1.7	NUT CRACKER - Cracking Nut
FDNUT--2	1.2	NUT CRACKER - Cracking Nut
FDNUT--3	0.9	NUT CRACKER - Cracking Nut

APPLIANCE:MIXER

EAFDP--1	5.1	FOOD PROCESSOR - Start, Run, Stop, Liquid & Dry Ingredients
EAFDP--3	1.4	FOOD PROCESSOR - Pulse, Liquid & Dry Ingredients
EAMIX--1	15.0	MIXER - Hand Held, Electric, Start, Run, Stop
EAMIX--2	10.7	MIXER - Hand Held, Electric, Start, Run, Stop
FDMIX--1	8.5	MIXING LOOP - Beating Eggs with Whisk

APPLIANCE:OVEN

EAOVN--1	2.1	OVEN - Open Door
EAOVN--2	1.2	OVEN - Close Door
EAOVN--3	2.0	OVEN - Slide Rack Out
EAOVN--4	2.0	OVEN - Slide Rack In
EAOVN--5	0.8	OVEN, MICROWAVE - Open Door
EAOVN--6	0.9	OVEN, MICROWAVE - Close Door
EAOVN--7	6.8	OVEN, MICROWAVE LOOP - Start, Cook
EAOVN--8	3.0	OVEN, MICROWAVE LOOP - Cooking
EAOVN--9	5.1	OVEN, MICROWAVE - Stop, Beeps
EAOVN-10	0.4	OVEN, MICROWAVE - Beep

APPLIANCE:TOASTER

EATST--1	1.2	TOASTER - Push Down
EATST--2	0.6	TOASTER - Pop Up

APPLIANCE:VACUUM

EAVAC--1	7.6	VACUUM CLEANER LOOP - Start, Vacuum
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AUTO

CRAWA--1	10.1	AUTO AWAY - Put in Gear, Pull Away, 1980 Olds Cutlass
CRAWA--3	12.1	AUTO AWAY - Put in Gear, Pull Away, 1985 Ford LTD
CRAWA--5	10.4	AUTO AWAY - Put in Gear, Pull Away, 1984 Trans Am
CRAWA--7	9.4	AUTO AWAY - Put in Gear, Pull Away, 1984 Dodge Omni
CRAWA--9	12.5	AUTO AWAY - Pull Away, 1987 Volvo 244
CRAWA-11	8.0	AUTO AWAY - 1983 Toyota Corolla
CRBUP--1	9.5	AUTO BACK UP - Pass By, 1987 Volvo 244
CRIDL--1	2.9	AUTO IDLE LOOP - 1980 Oldsmobile Cutlass
CRIDL--3	4.1	AUTO IDLE LOOP - 1985 Ford LTD
CRIDL--5	2.4	AUTO IDLE LOOP - 1984 Trans Am
CRIDL--7	4.2	AUTO IDLE LOOP - 1984 Dodge Omni
CRIDL--9	1.2	AUTO IDLE LOOP - 1987 Volvo 244
CRIDL-11	2.5	AUTO IDLE LOOP - 1983 Toyota Corolla
CRPBF--1	8.0	AUTO PASS BY, FAST - 1980 Oldsmobile Cutlass
CRPBF--3	5.2	AUTO PASS BY, FAST - 1985 Ford LTD
CRPBF--5	5.9	AUTO PASS BY, FAST - 1984 Trans Am
CRPBF--7	8.3	AUTO PASS BY, FAST - 1987 Volvo 244
CRPBF--9	9.5	AUTO PASS BY, FAST - 1983 Toyota Corolla
CRPBF-11	8.3	AUTO PASS BY, FAST - 1984 Dodge Omni
CRPBM--1	8.1	AUTO PASS BY, MEDIUM - 1980 Oldsmobile Cutlass
CRPBM--3	10.1	AUTO PASS BY, MEDIUM - 1985 Ford LTD
CRPBM--5	8.9	AUTO PASS BY, MEDIUM - 1984 Trans Am
CRPBM--7	6.9	AUTO PASS BY, MEDIUM - 1987 Volvo 244
CRPBM--9	12.5	AUTO PASS BY, MEDIUM - 1983 Toyota Corolla
CRPBM-11	8.4	AUTO PASS BY, MEDIUM - 1984 Dodge Omni
CRPBS--1	10.1	AUTO PASS BY, SLOW - 1980 Oldsmobile Cutlass
CRPBS--3	11.3	AUTO PASS BY, SLOW - 1985 Ford LTD
CRPBS--5	7.7	AUTO PASS BY, SLOW - 1984 Trans Am
CRPBS--7	8.0	AUTO PASS BY, SLOW - 1987 Volvo 244
CRPBS--9	9.6	AUTO PASS BY, SLOW - 1983 Toyota Corolla
CRPBS-11	9.2	AUTO PASS BY, SLOW - 1984 Dodge Omni
CRPUP--1	8.3	AUTO PULL UP - Shut Off, 1980 Oldsmobile Cutlass
CRPUP--3	8.6	AUTO PULL UP - Shut Off, 1985 Ford LTD
CRPUP--5	8.9	AUTO PULL UP - Shut Off, 1984 Trans Am

AUTO (con't)

CRPUP--7	12.9	AUTO PULL UP - Shut Off, 1984 Dodge Omni
CRPUP--9	7.3	AUTO PULL UP - Shut Off, 1987 Volvo 244
CRPUP--11	7.2	AUTO PULL UP - Shut Off, 1983 Toyota Corolla
CRREV--1	1.7	AUTO REV - Single Engine Rev, 1980 Oldsmobile Cutlass
CRREV--3	1.7	AUTO REV - Single Engine Rev, 1985 Ford LTD
CRREV--5	1.9	AUTO REV - Single Engine Rev, 1984 Trans Am
CRREV--7	1.6	AUTO REV - Single Engine Rev, 1984 Dodge Omni
CRREV--9	2.1	AUTO REV - Single Engine Rev, 1987 Volvo 244
CRREV--11	1.7	AUTO REV - Single Engine Rev, 1983 Toyota Corolla
CRSTP--1	1.5	AUTO SHUT OFF - 1980 Oldsmobile Cutlass
CRSTP--3	1.3	AUTO SHUT OFF - 1985 Ford LTD
CRSTP--5	1.0	AUTO SHUT OFF - 1984 Trans Am
CRSTP--7	1.4	AUTO SHUT OFF - 1984 Dodge Omni
CRSTP--9	1.5	AUTO SHUT OFF - 1987 Volvo 244
CRSTP--11	1.4	AUTO SHUT OFF - 1983 Toyota Corolla
CRSTR--1	5.4	AUTO START/IDLE LOOP - 1980 Oldsmobile Cutlass
CRSTR--3	5.4	AUTO START/IDLE LOOP - 1985 Ford LTD
CRSTR--5	6.8	AUTO START/IDLE LOOP - 1984 Trans Am
CRSTR--7	6.1	AUTO START/IDLE LOOP - 1984 Dodge Omni
CRSTR--9	7.7	AUTO START/IDLE LOOP - 1987 Volvo 244
CRSTR--11	5.4	AUTO START/IDLE LOOP - 1983 Toyota Corolla

AUTO:CRASH

CRHIT--1	1.4	AUTO CRASH - Small Head On
CRHIT--2	1.2	AUTO CRASH - Small Head On
CRHIT--3	0.9	AUTO CRASH - Small Head On
CRHIT--4	0.8	AUTO CRASH - Small Head On
CRHIT--5	1.6	AUTO CRASH - Small Head On, With Glass
CRHIT--6	1.0	AUTO CRASH - Small Side Swipe
CRHIT--7	1.6	AUTO CRASH - Medium Head On
CRHIT--8	1.3	AUTO CRASH - Medium Head On
CRHIT--9	0.8	AUTO CRASH - Medium Head On
CRHIT--10	2.5	AUTO CRASH - Medium Head On
CRHIT--11	2.0	AUTO CRASH - Medium Head On, With Glass
CRHIT--12	1.8	AUTO CRASH - Medium Side Swipe

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AUTO:CRASH (con't)

CRHIT-13	1.5	AUTO CRASH - Medium Side Swipe
CRHIT-14	1.2	AUTO CRASH - Large Head On
CRHIT-15	1.5	AUTO CRASH - Large Head On
CRHIT-16	2.3	AUTO CRASH - Large Head On
CRHIT-17	1.6	AUTO CRASH - Large Head On
CRHIT-18	1.2	AUTO CRASH - Large Head On
CRHIT-19	1.4	AUTO CRASH - Large Head On
CRHIT-20	3.1	AUTO CRASH - Large Side Swipe
CRHIT-21	3.4	AUTO CRASH - Large Side Swipe
CRSKD--1	3.3	AUTO SKID - Tire Skid While Braking
CRSKD--2	1.6	AUTO SKID - Tire Skid While Braking
CRSKD--3	3.5	AUTO SKID - Tire Skid While Braking

AUTO:DOOR

CRDOR--1	0.2	AUTO DOOR - Close, 1987 Volvo 244
CRDOR--2	0.3	AUTO DOOR - Close, 1985 Ford LTD
CRDOR--3	0.3	AUTO DOOR - Close, 1986 Porsche 944
CRDOR--4	0.4	AUTO DOOR - Close, 1980 Oldsmobile Cutlass
CRDOR--5	0.4	AUTO DOOR - Close, 1984 Dodge Omni
CRDOR--6	0.3	AUTO DOOR - Close, 1983 Toyota Corolla
CRDOR--7	0.4	AUTO DOOR - Close, 1987 Buick Park Avenue
CRDOR--8	1.6	AUTO DOOR - Open, 1987 Volvo 244
CRDOR--9	1.0	AUTO DOOR - Open, 1985 Ford LTD
CRDOR-10	1.3	AUTO DOOR - Open, 1980 Oldsmobile Cutlass
CRDOR-11	1.1	AUTO DOOR - Open, 1986 Porsche 944
CRDOR-12	1.3	AUTO DOOR - Van, Slide Shut, 1986 Plymouth Voyager
CRDOR-13	3.0	AUTO DOOR - Van, Slide Open, 1986 Plymouth Voyager

AUTO:HOOD

CRHOD--1	2.4	AUTO HOOD - Close, 1985 Ford LTD
CRHOD--2	1.3	AUTO HOOD - Close, 1987 Volvo 244
CRHOD--3	1.1	AUTO HOOD - Close, 1980 Oldsmobile Cutlass
CRHOD--4	0.6	AUTO HOOD - Close, 1986 Porsche 944
CRHOD--5	1.5	AUTO HOOD - Release Latch, Open, 1985 Ford LTD
CRHOD--6	2.5	AUTO HOOD - Release Latch, Open, 1986 Porsche 944
CRHOD--7	0.6	AUTO HOOD - Pull Cable Release, 1985 Ford LTD

AUTO:HOOD (con't)

CRHOD--8	0.5	AUTO HOOD - Pull Cable Release, 1986 Porsche 944
CRHOD--9	0.4	AUTO HOOD - Slam Shut, 1987 Volvo 244
CRHOD-10	0.5	AUTO HOOD - Slam Shut, 1985 Ford LTD
CRHOD-11	0.7	AUTO HOOD - Slam Shut, 1986 Porsche 944
CRHOD-12	0.5	AUTO HOOD - Slam Shut, 1980 Oldsmobile Cutlass

AUTO:HORN

CRHRN--1	0.4	AUTO HORN - Small, 1983 Toyota Corolla
CRHRN--2	0.6	AUTO HORN - Small, 1984 Dodge Omni
CRHRN--3	0.5	AUTO HORN - Medium, 1980 Oldsmobile Cutlass
CRHRN--4	0.3	AUTO HORN - Medium, 1986 Porsche 944
CRHRN--5	0.4	AUTO HORN - Large, 1985 Ford LTD
CRHRN--6	0.7	AUTO HORN - Large, 1987 Buick Park Avenue

AUTO:SKID

CRSKD--1	3.3	AUTO SKID - Tire Skid While Braking
CRSKD--2	1.6	AUTO SKID - Tire Skid While Braking
CRSKD--3	3.5	AUTO SKID - Tire Skid While Braking

AUTO:SQUEAL

CRSQL--1	3.8	AUTO SQUEAL - Tire Squeal While Pulling Away
CRSQL--2	3.8	AUTO SQUEAL - Tire Squeal While Pulling Away
CRSQL--3	1.0	AUTO SQUEAL - Tire Squeal While Pulling Away
CRSQL--4	3.0	AUTO SQUEAL - Tire Squeal While Turning
CRSQL--5	3.4	AUTO SQUEAL - Tire Squeal While Turning and Pulling Away

AUTO:TRUNK

CRTRK--1	0.7	AUTO TRUNK - Close, 1985 Ford LTD
CRTRK--2	3.9	AUTO TRUNK - Close, 1987 Buick Park Avenue
CRTRK--3	3.0	AUTO TRUNK - Auto Release, Open, 1985 Ford LTD
CRTRK--4	3.8	AUTO TRUNK - Auto Release, Open, 1987 Buick Park Avenue

B/G:CONSTRUCTION

CNSIT--1	18.3	CONSTRUCTION SITE LOOP - Machinery, Hammering
CNSIT--3	50.9	CONSTRUCTION SITE LOOP - Machinery, Hammering

B/G:CROWD

CDMDO--1	12.3	CROWD LOOP - Talking, Outdoor, Medium Crowd
CDSCL--1	16.5	CROWD LOOP - High School Hallway Ambience
CDSCL--2	10.2	CROWD LOOP - High School Cafeteria Ambience

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B/G:CROWD (con't)

CHSCI--1	19.2	CHILDREN LOOP - Kindergarten, Playing in Classroom
CHSCI--3	50.6	CHILDREN LOOP - Kindergarten, Playing in Classroom
CHSCI--5	17.8	CHILDREN LOOP - Kindergarten, Playing in Gymnasium
CHSCI--7	50.8	CHILDREN LOOP - Kindergarten, Playing in Gymnasium
CHSCO--1	19.1	CHILDREN LOOP - Playing in Schoolyard
CHSCO--3	52.1	CHILDREN LOOP - Playing in Schoolyard
RRBRM--1	12.9	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--3	31.2	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--5	60.1	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--7	15.2	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--9	33.3	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM-11	57.9	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRS--1	15.0	BAR ATMOSPHERE LOOP - Small Crowd
RRBRS--3	34.0	BAR ATMOSPHERE LOOP - Small Crowd
RRBRS--5	62.9	BAR ATMOSPHERE LOOP - Small Crowd
RRFFS--1	12.0	RESTAURANT LOOP - Fast Food, Small Crowd
RRFFS--3	35.8	RESTAURANT LOOP - Fast Food, Small Crowd
RRFFS--5	59.6	RESTAURANT LOOP - Fast Food, Small Crowd
RRLRG--1	17.0	RESTAURANT LOOP - Large Crowd
RRLRG--3	32.0	RESTAURANT LOOP - Large Crowd
RRLRG--5	57.1	RESTAURANT LOOP - Large Crowd
RRMED--1	14.0	RESTAURANT LOOP - Medium Crowd
RRMED--3	32.1	RESTAURANT LOOP - Medium Crowd
RRMED--5	56.8	RESTAURANT LOOP - Medium Crowd
STMAL--1	19.3	SHOPPING MALL LOOP - Small Mall Ambience
STMAL--3	50.0	SHOPPING MALL LOOP - Small Mall Ambience
STMAL--5	19.8	SHOPPING MALL LOOP - Medium Mall Ambience
STMAL--7	51.3	SHOPPING MALL LOOP - Medium Mall Ambience
STMAL--9	21.5	SHOPPING MALL LOOP - Large Mall Ambience
STMAL-11	58.8	SHOPPING MALL LOOP - Large Mall Ambience

B/G:RESIDENTIAL

BGRES--1	11.8	B/G LOOP, RESIDENTIAL - Birds, River in Background
BGRES--3	28.0	B/G LOOP, RESIDENTIAL - Birds, River in Background
BGRES--5	58.9	B/G LOOP, RESIDENTIAL - Birds, River in Background

B/G:RESIDENTIAL (con't)

BGRES--7	21.1	B/G LOOP, RESIDENTIAL - Birds, Distant Traffic
BGRES--9	38.0	B/G LOOP, RESIDENTIAL - Birds, Distant Traffic

B/G:RURAL

BGRUR--1	7.1	B/G LOOP, RURAL - Night-time, Crickets
BGRUR--3	17.0	B/G LOOP, RURAL - Night-time, Crickets
BGRUR--5	60.2	B/G LOOP, RURAL - Night-time, Crickets
BGRUR--7	13.7	B/G LOOP, RURAL - Daytime, Crickets, Birds
BGRUR--9	18.0	B/G LOOP, RURAL - Daytime, Crickets, Birds
BGRUR--11	54.8	B/G LOOP, RURAL - Daytime, Crickets, Birds

B/G:TRAFFIC

TRCTH--1	32.6	TRAFFIC, CITY - Heavy, Stop & Go, Voices, Horns
TRCTL--1	28.9	TRAFFIC, CITY - Light, Streetcars, Pedestrians
TRCTL--3	61.9	TRAFFIC, CITY - Light, Streetcars, Pedestrians
TRHWH--1	14.4	TRAFFIC, HIGHWAY - Heavy, 50-60 MPH
TRHWH--3	27.0	TRAFFIC, HIGHWAY - Heavy, 50-60 MPH
TRHWH--5	61.0	TRAFFIC, HIGHWAY - Heavy, 50-60 MPH
TRHWL--1	18.4	TRAFFIC, HIGHWAY - Light, 50-60 MPH
TRHWL--3	31.9	TRAFFIC, HIGHWAY - Light, 50-60 MPH
TRHWL--5	62.9	TRAFFIC, HIGHWAY - Light, 50-60 MPH

B/G:WALLA

CDMDO--1	12.3	CROWD LOOP - Talking, Outdoor, Medium Crowd
CDSCL--1	16.5	CROWD LOOP - High School Hallway Ambience
CDSCL--2	10.2	CROWD LOOP - High School Cafeteria Ambience
RRBRM--1	12.9	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--3	31.2	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--5	60.1	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--7	15.2	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--9	33.3	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--11	57.9	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRS--1	15.0	BAR ATMOSPHERE LOOP - Small Crowd
RRBRS--3	34.0	BAR ATMOSPHERE LOOP - Small Crowd
RRBRS--5	62.9	BAR ATMOSPHERE LOOP - Small Crowd
RRFFS--1	12.0	RESTAURANT LOOP - Fast Food, Small Crowd
RRFFS--3	35.8	RESTAURANT LOOP - Fast Food, Small Crowd

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B/G:WALLA (con't)

RRFFS--5	59.6	RESTAURANT LOOP - Fast Food, Small Crowd
RRLRG--1	17.0	RESTAURANT LOOP - Large Crowd
RRLRG--3	32.0	RESTAURANT LOOP - Large Crowd
RRLRG--5	57.1	RESTAURANT LOOP - Large Crowd
RRMED--1	14.0	RESTAURANT LOOP - Medium Crowd
RRMED--3	32.1	RESTAURANT LOOP - Medium Crowd
RRMED--5	56.8	RESTAURANT LOOP - Medium Crowd
STMAL--1	19.3	SHOPPING MALL LOOP - Small Mall Ambience
STMAL--3	50.0	SHOPPING MALL LOOP - Small Mall Ambience
STMAL--5	19.8	SHOPPING MALL LOOP - Medium Mall Ambience
STMAL--7	51.3	SHOPPING MALL LOOP - Medium Mall Ambience
STMAL--9	21.5	SHOPPING MALL LOOP - Large Mall Ambience
STMAL-11	58.8	SHOPPING MALL LOOP - Large Mall Ambience

BABY

BYCOO--1	8.4	BABY LOOP - Cooing
BYCRY--1	10.8	BABY LOOP - Crying
BYCRY--2	13.0	BABY LOOP - Crying
BYLAF--1	3.8	BABY LAUGH - Male

BANG

MTHIT--1	0.4	METAL HIT - Hammer Automotive Bumper
MTHIT--5	1.1	METAL HIT - Hammer Automotive Body Panel

BAR

RRBRM--1	12.9	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--3	31.2	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--5	60.1	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--7	15.2	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--9	33.3	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM-11	57.9	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRS--1	15.0	BAR ATMOSPHERE LOOP - Small Crowd
RRBRS--3	34.0	BAR ATMOSPHERE LOOP - Small Crowd
RRBRS--5	62.9	BAR ATMOSPHERE LOOP - Small Crowd

BAR:BEER

BOOPN--1	2.2	BOTTLE OPEN - Beer, Open with Opener, Cap Fall
BOOPN--2	0.2	BOTTLE OPEN - Beer, Air Release

filename seconds caption

BAR:BEER (con't)

BOOPN--3	1.4	BOTTLE OPEN - Beer, Air Release
BOOPN--4	0.7	BOTTLE OPEN - Beer, Remove Cap
BOOPN--5	1.0	BOTTLE OPEN - Beer, Cap Fall
BOPOR--1	6.1	BOTTLE POUR - Beer, Into Glass
BOPOR--2	6.4	BOTTLE POUR - Beer, Into Pitcher

BAR:WINE

BOOPN--6	0.3	BOTTLE OPEN - Wine, Cork Pop
BOOPN--7	0.7	BOTTLE OPEN - Wine, Remove Cork, Previously Opened Bottle

BASEBALL:CROWD

CDCHO--3	3.6	CROWD CHEER - "OOHHH," Outdoor Baseball Stadium, Large Crowd
CDCHO--4	3.8	CROWD CHEER - "OOHHH," Outdoor Baseball Stadium, Large Crowd

BEEP

CLALM--1	0.5	CLOCK, ALARM - Electronic, Beep
CLALM--2	10.2	CLOCK, ALARM - Electronic, Beep
CLALM--3	0.6	CLOCK, ALARM - Electronic, Beep
CLALM--4	0.6	CLOCK, ALARM - Electronic, Beep
CLALM--5	0.6	CLOCK, ALARM - Electronic, Beep
CPBEP--1	0.7	COMPUTER BEEP - IBM XT
EAOVN-10	0.4	OVEN, MICROWAVE - Beep

BELL

AAFIR--1	4.0	ALARM LOOP - Fire Alarm, Bell
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BELL:CLOCK

CLALM--7	2.7	CLOCK, ALARM LOOP - Wind Up, Ringing
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BELL:DOOR

BLDOR--1	1.0	BELL, DOOR - Old Style
BLDOR--2	7.6	BELL, DOOR - Ring
BLDOR--3	9.6	BELL, DOOR - Ring
BLDOR--4	2.3	BELL, DOOR - Ring

BELL:TELEPHONE

TPRNG--1	1.1	TELEPHONE RING - Electronic, Single Ring
TPRNG--3	2.1	TELEPHONE RING - Electronic, Single Ring
TPRNG--5	2.5	TELEPHONE RING - Electronic, Single Ring
TPRNG--7	2.9	TELEPHONE RING - Single Ring

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BELL:TELEPHONE (con't)

TPRNG--9	3.2	TELEPHONE RING - Single Ring
TPRNG--11	2.1	TELEPHONE RING - Single Ring

BIRDS

BGRES--1	11.8	B/G LOOP, RESIDENTIAL - Birds, River in Background
BGRES--3	28.0	B/G LOOP, RESIDENTIAL - Birds, River in Background
BGRES--5	58.9	B/G LOOP, RESIDENTIAL - Birds, River in Background
BGRES--7	21.1	B/G LOOP, RESIDENTIAL - Birds, Distant Traffic
BGRES--9	38.0	B/G LOOP, RESIDENTIAL - Birds, Distant Traffic
BGRUR--7	13.7	B/G LOOP, RURAL - Daytime, Crickets, Birds
BGRUR--9	18.0	B/G LOOP, RURAL - Daytime, Crickets, Birds
BGRUR--11	54.8	B/G LOOP, RURAL - Daytime, Crickets, Birds
BIVAR--1	13.6	BIRD LOOP - Various Birds in Pet Shop

BLENDER

EABLN--1	5.1	BLENDER - Start, Run, Stop, Dry Ingredients
EABLN--3	5.1	BLENDER - Start, Run, Stop, Liquid Ingredients

BOAT:HORN

BTHRN--1	1.8	BOAT HORN - Tug Boat, Single Blast
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BOAT:OUTBOARD

BTAWA--3	21.8	BOAT AWAY - Drive Away From Dock, 20 HP Johnson
BTDRV--3	2.6	BOAT DRIVE LOOP - Driving, On Board, 20 HP Johnson
BTHSP--3	8.2	BOAT DRIVE LOOP - High Speed, On Board, 20 HP Johnson
BTIDL--3	4.6	BOAT IDLE LOOP - 20 HP Johnson
BTPBF--3	7.7	BOAT PASS BY, FAST - 20 HP Johnson
BTPBS--3	13.6	BOAT PASS BY, SLOW - 20 HP Johnson
BTPUL--3	22.7	BOAT PULL UP - Shut Off, On Board, 20 HP Johnson
BTPUP--3	20.5	BOAT PULL UP - Shut Off, 20 HP Johnson
BTSTD--3	29.6	BOAT AWAY LOOP - Start, Drive, 20 HP Johnson
BTSTP--3	1.6	BOAT SHUT OFF - 20 HP Johnson
BTSTR--3	14.7	BOAT START LOOP - Start & Idle, 20 HP Johnson

BODY:FALL

BDFDT--1	0.9	BODY FALL - Fall on Dirt
BDFDT--2	0.7	BODY FALL - Fall on Dirt
BDFDT--3	0.9	BODY FALL - Fall on Dirt
BDFDT--4	0.9	BODY FALL - Fall on Dirt

BODY:FALL (con't)

BDFGS--1	1.2	BODY FALL - Fall on Grass
BDFMT--1	1.0	BODY FALL - Fall on Metal
BDFMT--2	0.5	BODY FALL - Fall on Metal
BDFMT--3	0.5	BODY FALL - Fall on Metal
BDFMT--4	0.4	BODY FALL - Fall on Metal
BDFMT--5	0.4	BODY FALL - Fall on Metal
BDFMT--6	0.5	BODY FALL - Fall on Metal
BDFWD--1	0.6	BODY FALL - Fall on Wood
BDFWD--2	0.6	BODY FALL - Fall on Wood
BDFWD--3	0.6	BODY FALL - Fall on Wood

BODY:PUNCH

BDARM--1	0.3	BODY ARM - Arm Swing Through Air
BDPUN--1	0.3	BODY PUNCH - Arm Swing & Punch
BDPUN--2	0.3	BODY PUNCH - BDPUN--1 w/out Arm Swing
BDPUN--3	0.3	BODY PUNCH - Arm Swing & Punch
BDPUN--4	0.3	BODY PUNCH - BDPUN--3 w/out Arm Swing
BDPUN--5	0.3	BODY PUNCH - Arm Swing & Punch
BDPUN--6	0.3	BODY PUNCH - BDPUN--5 w/out Arm Swing
BDPUN--7	0.3	BODY PUNCH - Arm Swing & Punch
BDPUN--8	0.2	BODY PUNCH - BDPUN--7 w/out Arm Swing
BDPUN--9	0.4	BODY PUNCH - Arm Swing & Punch
BDPUN-10	0.3	BODY PUNCH - BDPUN--9 w/out Arm Swing
BDPUN-11	0.4	BODY PUNCH - Arm Swing & Punch
BDPUN-12	0.3	BODY PUNCH - BDPUN-11 w/out Arm Swing
BDSOK--1	0.3	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--2	0.3	BODY PUNCH - BDSOK--1 w/out Arm Swing
BDSOK--3	0.3	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--4	0.3	BODY PUNCH - BDSOK--3 w/out Arm Swing
BDSOK--5	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--6	0.3	BODY PUNCH - BDSOK--5 w/out Arm Swing
BDSOK--7	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--8	0.4	BODY PUNCH - BDSOK--7 w/out Arm Swing
BDSOK--9	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK-10	0.3	BODY PUNCH - BDSOK--9 w/out Arm Swing

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BODY:PUNCH (con't)

BDSOK-11	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK-12	0.3	BODY PUNCH - BDSOK-11 w/out Arm Swing
BDSOK-13	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK-14	0.3	BODY PUNCH - BDSOK-13 w/out Arm Swing

BOMB:EXPLOSION

EXLRG--1	4.8	EXPLOSION - Large Blast
EXLRG--3	4.1	EXPLOSION - Large Blast
EXMED--1	4.1	EXPLOSION - Medium Blast
EXMED--3	9.8	EXPLOSION - Medium Blast
EXSML--1	3.0	EXPLOSION - Small Blast

BOTTLE

BOOPN--1	2.2	BOTTLE OPEN - Beer, Open with Opener, Cap Fall
BOOPN--2	0.2	BOTTLE OPEN - Beer, Air Release
BOOPN--3	1.4	BOTTLE OPEN - Beer, Air Release
BOOPN--4	0.7	BOTTLE OPEN - Beer, Remove Cap
BOOPN--5	1.0	BOTTLE OPEN - Beer, Cap Fall
BOOPN--6	0.3	BOTTLE OPEN - Wine, Cork Pop
BOOPN--7	0.7	BOTTLE OPEN - Wine, Remove Cork, Previously Opened Bottle
BOPOR--1	6.1	BOTTLE POUR - Beer, Into Glass
BOPOR--2	6.4	BOTTLE POUR - Beer, Into Pitcher

BOTTLE:SPRAY

HHSPR--1	4.0	SPRAY, AEROSOL - Shaving Cream
HHSPR--2	2.9	SPRAY, AEROSOL - Air Freshener, Constant Spray
HHSPR--3	3.7	SPRAY, AEROSOL - Air Freshener, Waving Can Around
HHSPR--4	6.3	SPRAY, BOTTLE - Pump Action

BUZZER

CLALM--6	3.3	CLOCK, ALARM LOOP - Electric, Buzzer
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CALCULATOR

OFCLC--1	0.2	CALCULATOR - Hit Key, Sharp CS-1138
OFCLC--2	0.2	CALCULATOR - Hit Key, Sharp CS-1138
OFCLC--3	0.2	CALCULATOR - Hit Key, Sharp CS-1138
OFCLC--4	0.7	CALCULATOR - Sub-total, Paper Advance, Sharp CS-1138
OFCLC--5	0.6	CALCULATOR - Sub-total, Paper Advance, Sharp CS-1138
OFCLC--6	1.5	CALCULATOR - Total, Multiple Advance, Sharp CS-1138

CAMERA

CA35A--1 3.6 CAMERA - 35 MM, Auto Advance to First Frame
 CA35A--2 0.7 CAMERA - 35 MM, Shoot, Auto Advance
 CA35A--3 0.8 CAMERA - 35 MM, Shoot, Auto Advance

CAN

FDCAN--3 0.7 CAN, SOFT DRINK - Open
 FDCAN--5 0.3 CAN, SOFT DRINK - Open

CAN OPENER

FDCAN--1 12.0 CAN OPENER - Manual, Open Can
 FDCAN--2 11.0 CAN OPENER - Electric, Open Can

CAR

CRAWA--1 10.1 AUTO AWAY - Put in Gear, Pull Away, 1980 Olds Cutlass
 CRAWA--3 12.1 AUTO AWAY - Put in Gear, Pull Away, 1985 Ford LTD
 CRAWA--5 10.4 AUTO AWAY - Put in Gear, Pull Away, 1984 Trans Am
 CRAWA--7 9.4 AUTO AWAY - Put in Gear, Pull Away, 1984 Dodge Omni
 CRAWA--9 12.5 AUTO AWAY - Pull Away, 1987 Volvo 244
 CRAWA--11 8.0 AUTO AWAY - 1983 Toyota Corolla
 CRBUP--1 9.5 AUTO BACK UP - Pass By, 1987 Volvo 244
 CRIDL--1 2.9 AUTO IDLE LOOP - 1980 Oldsmobile Cutlass
 CRIDL--3 4.1 AUTO IDLE LOOP - 1985 Ford LTD
 CRIDL--5 2.4 AUTO IDLE LOOP - 1984 Trans Am
 CRIDL--7 4.2 AUTO IDLE LOOP - 1984 Dodge Omni
 CRIDL--9 1.2 AUTO IDLE LOOP - 1987 Volvo 244
 CRIDL--11 2.5 AUTO IDLE LOOP - 1983 Toyota Corolla
 CRPBF--1 8.0 AUTO PASS BY, FAST - 1980 Oldsmobile Cutlass
 CRPBF--3 5.2 AUTO PASS BY, FAST - 1985 Ford LTD
 CRPBF--5 5.9 AUTO PASS BY, FAST - 1984 Trans Am
 CRPBF--7 8.3 AUTO PASS BY, FAST - 1987 Volvo 244
 CRPBF--9 9.5 AUTO PASS BY, FAST - 1983 Toyota Corolla
 CRPBF--11 8.3 AUTO PASS BY, FAST - 1984 Dodge Omni
 CRPBM--1 8.1 AUTO PASS BY, MEDIUM - 1980 Oldsmobile Cutlass
 CRPBM--3 10.1 AUTO PASS BY, MEDIUM - 1985 Ford LTD
 CRPBM--5 8.9 AUTO PASS BY, MEDIUM - 1984 Trans Am
 CRPBM--7 6.9 AUTO PASS BY, MEDIUM - 1987 Volvo 244
 CRPBM--9 12.5 AUTO PASS BY, MEDIUM - 1983 Toyota Corolla

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CAR (con't)

CRPBM-11	8.4	AUTO PASS BY, MEDIUM - 1984 Dodge Omni
CRPBS--1	10.1	AUTO PASS BY, SLOW - 1980 Oldsmobile Cutlass
CRPBS--3	11.3	AUTO PASS BY, SLOW - 1985 Ford LTD
CRPBS--5	7.7	AUTO PASS BY, SLOW - 1984 Trans Am
CRPBS--7	8.0	AUTO PASS BY, SLOW - 1987 Volvo 244
CRPBS--9	9.6	AUTO PASS BY, SLOW - 1983 Toyota Corolla
CRPBS-11	9.2	AUTO PASS BY, SLOW - 1984 Dodge Omni
CRPUP--1	8.3	AUTO PULL UP - Shut Off, 1980 Oldsmobile Cutlass
CRPUP--3	8.6	AUTO PULL UP - Shut Off, 1985 Ford LTD
CRPUP--5	8.9	AUTO PULL UP - Shut Off, 1984 Trans Am
CRPUP--7	12.9	AUTO PULL UP - Shut Off, 1984 Dodge Omni
CRPUP--9	7.3	AUTO PULL UP - Shut Off, 1987 Volvo 244
CRPUP-11	7.2	AUTO PULL UP - Shut Off, 1983 Toyota Corolla
CRREV--1	1.7	AUTO REV - Single Engine Rev, 1980 Oldsmobile Cutlass
CRREV--3	1.7	AUTO REV - Single Engine Rev, 1985 Ford LTD
CRREV--5	1.9	AUTO REV - Single Engine Rev, 1984 Trans Am
CRREV--7	1.6	AUTO REV - Single Engine Rev, 1984 Dodge Omni
CRREV--9	2.1	AUTO REV - Single Engine Rev, 1987 Volvo 244
CRREV-11	1.7	AUTO REV - Single Engine Rev, 1983 Toyota Corolla
CRSTP--1	1.5	AUTO SHUT OFF - 1980 Oldsmobile Cutlass
CRSTP--3	1.3	AUTO SHUT OFF - 1985 Ford LTD
CRSTP--5	1.0	AUTO SHUT OFF - 1984 Trans Am
CRSTP--7	1.4	AUTO SHUT OFF - 1984 Dodge Omni
CRSTP--9	1.5	AUTO SHUT OFF - 1987 Volvo 244
CRSTP-11	1.4	AUTO SHUT OFF - 1983 Toyota Corolla
CRSTR--1	5.4	AUTO START/IDLE LOOP - 1980 Oldsmobile Cutlass
CRSTR--3	5.4	AUTO START/IDLE LOOP - 1985 Ford LTD
CRSTR--5	6.8	AUTO START/IDLE LOOP - 1984 Trans Am
CRSTR--7	6.1	AUTO START/IDLE LOOP - 1984 Dodge Omni
CRSTR--9	7.7	AUTO START/IDLE LOOP - 1987 Volvo 244
CRSTR-11	5.4	AUTO START/IDLE LOOP - 1983 Toyota Corolla

CAR:CRASH

CRHIT--1	1.4	AUTO CRASH - Small Head On
CRHIT--2	1.2	AUTO CRASH - Small Head On

CAR:CRASH (con't)

CRHIT--3	0.9	AUTO CRASH - Small Head On
CRHIT--4	0.8	AUTO CRASH - Small Head On
CRHIT--5	1.6	AUTO CRASH - Small Head On, With Glass
CRHIT--6	1.0	AUTO CRASH - Small Side Swipe
CRHIT--7	1.6	AUTO CRASH - Medium Head On
CRHIT--8	1.3	AUTO CRASH - Medium Head On
CRHIT--9	0.8	AUTO CRASH - Medium Head On
CRHIT-10	2.5	AUTO CRASH - Medium Head On
CRHIT-11	2.0	AUTO CRASH - Medium Head On, With Glass
CRHIT-12	1.8	AUTO CRASH - Medium Side Swipe
CRHIT-13	1.5	AUTO CRASH - Medium Side Swipe
CRHIT-14	1.2	AUTO CRASH - Large Head On
CRHIT-15	1.5	AUTO CRASH - Large Head On
CRHIT-16	2.3	AUTO CRASH - Large Head On
CRHIT-17	1.6	AUTO CRASH - Large Head On
CRHIT-18	1.2	AUTO CRASH - Large Head On
CRHIT-19	1.4	AUTO CRASH - Large Head On
CRHIT-20	3.1	AUTO CRASH - Large Side Swipe
CRHIT-21	3.4	AUTO CRASH - Large Side Swipe
CRSKD--1	3.3	AUTO SKID - Tire Skid While Braking
CRSKD--2	1.6	AUTO SKID - Tire Skid While Braking
CRSKD--3	3.5	AUTO SKID - Tire Skid While Braking

CAR:DOOR

CRDOR--1	0.2	AUTO DOOR - Close, 1987 Volvo 244
CRDOR--2	0.3	AUTO DOOR - Close, 1985 Ford LTD
CRDOR--3	0.3	AUTO DOOR - Close, 1986 Porsche 944
CRDOR--4	0.4	AUTO DOOR - Close, 1980 Oldsmobile Cutlass
CRDOR--5	0.4	AUTO DOOR - Close, 1984 Dodge Omni
CRDOR--6	0.3	AUTO DOOR - Close, 1983 Toyota Corolla
CRDOR--7	0.4	AUTO DOOR - Close, 1987 Buick Park Avenue
CRDOR--8	1.6	AUTO DOOR - Open, 1987 Volvo 244
CRDOR--9	1.0	AUTO DOOR - Open, 1985 Ford LTD
CRDOR-10	1.3	AUTO DOOR - Open, 1980 Oldsmobile Cutlass
CRDOR-11	1.1	AUTO DOOR - Open, 1986 Porsche 944

CAR:HOOD

CRHOD--1	2.4	AUTO HOOD - Close, 1985 Ford LTD
CRHOD--2	1.3	AUTO HOOD - Close, 1987 Volvo 244
CRHOD--3	1.1	AUTO HOOD - Close, 1980 Oldsmobile Cutlass
CRHOD--4	0.6	AUTO HOOD - Close, 1986 Porsche 944
CRHOD--5	1.5	AUTO HOOD - Release Latch, Open, 1985 Ford LTD
CRHOD--6	2.5	AUTO HOOD - Release Latch, Open, 1986 Porsche 944
CRHOD--7	0.6	AUTO HOOD - Pull Cable Release, 1985 Ford LTD
CRHOD--8	0.5	AUTO HOOD - Pull Cable Release, 1986 Porsche 944
CRHOD--9	0.4	AUTO HOOD - Slam Shut, 1987 Volvo 244
CRHOD-10	0.5	AUTO HOOD - Slam Shut, 1985 Ford LTD
CRHOD-11	0.7	AUTO HOOD - Slam Shut, 1986 Porsche 944
CRHOD-12	0.5	AUTO HOOD - Slam Shut, 1980 Oldsmobile Cutlass

CAR:HORN

CRHRN--1	0.4	AUTO HORN - Small, 1983 Toyota Corolla
CRHRN--2	0.6	AUTO HORN - Small, 1984 Dodge Omni
CRHRN--3	0.5	AUTO HORN - Medium, 1980 Oldsmobile Cutlass
CRHRN--4	0.3	AUTO HORN - Medium, 1986 Porsche 944
CRHRN--5	0.4	AUTO HORN - Large, 1985 Ford LTD
CRHRN--6	0.7	AUTO HORN - Large, 1987 Buick Park Avenue

CAR:SKID

CRSKD--1	3.3	AUTO SKID - Tire Skid While Braking
CRSKD--2	1.6	AUTO SKID - Tire Skid While Braking
CRSKD--3	3.5	AUTO SKID - Tire Skid While Braking

CAR:SQUEAL

CRSQL--1	3.8	AUTO SQUEAL - Tire Squeal While Pulling Away
CRSQL--2	3.8	AUTO SQUEAL - Tire Squeal While Pulling Away
CRSQL--3	1.0	AUTO SQUEAL - Tire Squeal While Pulling Away
CRSQL--4	3.0	AUTO SQUEAL - Tire Squeal While Turning
CRSQL--5	3.4	AUTO SQUEAL - Tire Squeal While Turning and Pulling Away

CAR:TRUNK

CRTRK--1	0.7	AUTO TRUNK - Close, 1985 Ford LTD
CRTRK--2	3.9	AUTO TRUNK - Close, 1987 Buick Park Avenue
CRTRK--3	3.0	AUTO TRUNK - Auto Release, Open, 1985 Ford LTD
CRTRK--4	3.8	AUTO TRUNK - Auto Release, Open, 1987 Buick Park Avenue

CARPENTRY

CNCHL--1	7.3	CHISEL LOOP - Chiseling Wood With Chisel
CNCHL--2	10.8	CHISEL LOOP - Chisel & Hammer
CNCHL--3	0.3	CHISEL - Chisel & Hammer, Single Hit
CNCHL--4	0.3	CHISEL - Chisel & Hammer, Single Hit
CNFIL--1	3.4	FILE LOOP - Filing Metal Plate, Fast
CNFIL--2	8.0	FILE LOOP - Filing Metal Plate, Slow
CNSND--1	11.3	SANDER, ELECTRIC - Start, Sand Wood, Stop
CNSND--2	6.2	SANDING LOOP - Sanding Wood By Hand
DLELE--1	3.9	DRILL, ELECTRIC - Drill Single Hole in Wood
DLELE--2	15.6	DRILL, ELECTRIC - Drill Single Hole in Wood
HMWOD--1	12.7	HAMMER LOOP - Hammer Nails Into Wood
HMWOD--2	0.3	HAMMER - Nail Into Wood, Single Hit
HMWOD--3	0.3	HAMMER - Nail Into Wood, Single Hit
HMWOD--4	0.2	HAMMER - Nail Into Wood, Single Hit
HMWOD--5	0.3	HAMMER - Nail Into Wood, Single Hit
PLHND--1	1.7	PLANE, HAND - Planing Wood, Single Stroke
PLHND--2	1.6	PLANE, HAND - Planing Wood, Single Stroke
PLHND--3	1.5	PLANE, HAND - Planing Wood, Single Stroke
SAELE--1	19.7	SAW LOOP - Electric Hand Saw, Cutting Wood
SAHAK--1	5.9	SAW LOOP - Hack Saw, Cutting Metal Pipe
SAHND--1	12.2	SAW LOOP - Hand Saw, Cutting Wood
SAJIG--1	16.2	SAW LOOP - Jigsaw, Cutting Wood
SATBL--1	4.0	SAW START LOOP - Table Saw, Start & Run
SATBL--2	2.9	SAW RUN LOOP - Table Saw, Running
SATBL--3	10.0	SAW LOOP - Table Saw, Cut Small Pieces of Wood
SATBL--4	2.6	SAW OFF - Table Saw, Shut Off

CHEER:CROWD

CDCHI--1	6.2	CROWD CHEER - Indoor Hockey Arena, Medium Crowd
CDCHI--2	10.1	CROWD CHEER - Applause, Bell, Indoor Arena, Medium Crowd
CDCHI--3	13.6	CROWD CHEER - Applause, Horn, Indoor Arena, Medium Crowd
CDCHO--1	5.1	CROWD CHEER - "OOHHH," Outdoor Football Stadium, Large Crowd
CDCHO--2	4.3	CROWD CHEER - "OOHHH," Outdoor Football Stadium, Large Crowd
CDCHO--3	3.6	CROWD CHEER - "OOHHH," Outdoor Baseball Stadium, Large Crowd
CDCHO--4	3.8	CROWD CHEER - "OOHHH," Outdoor Baseball Stadium, Large Crowd

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CHEER:CROWD (con't)

CDCHO--5	7.3	CROWD CHEER - Applause, Outdoor Stadium, Large Crowd
CDCHO--6	16.3	CROWD CHEER - Applause, Outdoor Stadium, Large Crowd
CDCHO--7	11.4	CROWD CHEER - Horns, Outdoor Football Stadium, Large Crowd
CDCHO--8	21.5	CROWD CHEER - Touchdown, Outdoor Stadium, Large Crowd

CHICKEN

ANCHK--1	9.8	CHICKEN LOOP - Chicken Coop Ambience
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CHILDREN

CHSCI--1	19.2	CHILDREN LOOP - Kindergarten, Playing in Classroom
CHSCI--3	50.6	CHILDREN LOOP - Kindergarten, Playing in Classroom
CHSCI--5	17.8	CHILDREN LOOP - Kindergarten, Playing in Gymnasium
CHSCI--7	50.8	CHILDREN LOOP - Kindergarten, Playing in Gymnasium
CHSCO--1	19.1	CHILDREN LOOP - Playing in Schoolyard
CHSCO--3	52.1	CHILDREN LOOP - Playing in Schoolyard

CHISEL

CNCHL--1	7.3	CHISEL LOOP - Chiseling Wood With Chisel
CNCHL--2	10.8	CHISEL LOOP - Chisel & Hammer
CNCHL--3	0.3	CHISEL - Chisel & Hammer, Single Hit
CNCHL--4	0.3	CHISEL - Chisel & Hammer, Single Hit

CLICK

CPKEY--1	0.3	COMPUTER KEYPAD - Single Key Stroke
CPKEY--2	0.3	COMPUTER KEYPAD - Single Key Stroke
CPKEY--3	0.3	COMPUTER KEYPAD - Single Key Stroke
CPKEY--4	0.3	COMPUTER KEYPAD - Single Key Stroke
CPKEY--5	0.2	COMPUTER KEYPAD - Space Bar
CPKEY--6	0.3	COMPUTER KEYPAD - Space Bar
CPKEY--7	0.3	COMPUTER KEYPAD - Carriage Return
CPKEY--8	0.3	COMPUTER KEYPAD - Carriage Return
HHLTS--1	0.5	LIGHT SWITCH - Rotary Dimmer
HHLTS--3	0.3	LIGHT SWITCH - Wall Switch
HHLTS--5	0.3	LIGHT SWITCH - Wall Switch
HHLTS--7	0.3	LIGHT SWITCH - Wall Switch
HHLTS--9	0.2	LIGHT SWITCH - Lamp
HHLTS-11	0.3	LIGHT SWITCH - Lamp
HHLTS-13	0.3	LIGHT SWITCH - Lamp

CLICK (con't)

HHLTS-15	0.3	LIGHT SWITCH - Lamp
HHLTS-17	0.3	LIGHT SWITCH - Lamp
HHLTS-19	0.3	LIGHT SWITCH - Lamp
HHLTS-21	0.6	LIGHT SWITCH - Pull Chain
HHLTS-23	0.2	LIGHT SWITCH - Lamp
HUSNP--1	0.1	FINGER SNAP - Single
HUSNP--3	0.1	FINGER SNAP - Single
OFCLC--1	0.2	CALCULATOR - Hit Key, Sharp CS-1138
OFCLC--2	0.2	CALCULATOR - Hit Key, Sharp CS-1138
OFCLC--3	0.2	CALCULATOR - Hit Key, Sharp CS-1138

CLOCK:ALARM

CLALM--1	0.5	CLOCK, ALARM - Electronic, Beep
CLALM--2	10.2	CLOCK, ALARM - Electronic, Beep
CLALM--3	0.6	CLOCK, ALARM - Electronic, Beep
CLALM--4	0.6	CLOCK, ALARM - Electronic, Beep
CLALM--5	0.6	CLOCK, ALARM - Electronic, Beep
CLALM--6	3.3	CLOCK, ALARM LOOP - Electric, Buzzer
CLALM--7	2.7	CLOCK, ALARM LOOP - Wind Up, Ringing

COMEDY:MISC

HNPTY--1	2.0	HORN, PARTY - Single Blow
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COMEDY:WHISTLE

WSCOM--1	1.8	WHISTLE, COMEDY - Short Blow
WSCOM--3	3.0	WHISTLE, COMEDY - Short Blow
WSSLD--1	1.6	WHISTLE, SLIDE - Slide Down
WSSLD--3	0.5	WHISTLE, SLIDE - Slide Down
WSSLD--5	0.8	WHISTLE, SLIDE - Slide Up
WSSLD--6	0.9	WHISTLE, SLIDE - Slide Up (100 kHz)
WSSLD--7	0.6	WHISTLE, SLIDE - Slide Up

COMPUTER

CPBEP--1	0.7	COMPUTER BEEP - IBM XT
CPKEY--1	0.3	COMPUTER KEYPAD - Single Key Stroke
CPKEY--2	0.3	COMPUTER KEYPAD - Single Key Stroke
CPKEY--3	0.3	COMPUTER KEYPAD - Single Key Stroke
CPKEY--4	0.3	COMPUTER KEYPAD - Single Key Stroke

COMPUTER (con't)

CPKEY--5	0.2	COMPUTER KEYPAD - Space Bar
CPKEY--6	0.3	COMPUTER KEYPAD - Space Bar
CPKEY--7	0.3	COMPUTER KEYPAD - Carriage Return
CPKEY--8	0.3	COMPUTER KEYPAD - Carriage Return
CPOFF--1	7.3	COMPUTER OFF - Shut Off, IBM XT
CPPTR--1	8.8	COMPUTER PRINTER LOOP - Start & Print, SC D300 Dot Matrix
CPPTR--2	5.8	COMPUTER PRINTER LOOP - Printing, SC D300 Dot Matrix
CPRUN--1	2.8	COMPUTER RUN LOOP - Sitting Idle, Fan, IBM XT
CPTON--1	23.8	COMPUTER ON LOOP - Turn On, Fan Run, IBM XT

CONSTRUCTION

CNSIT--1	18.3	CONSTRUCTION SITE LOOP - Machinery, Hammering
CNSIT--3	50.9	CONSTRUCTION SITE LOOP - Machinery, Hammering

CONSTRUCTION:EQUIPMENT

HMJAK--1	6.4	JACKHAMMER LOOP - Hammering Concrete
HMJAK--2	2.2	JACKHAMMER - Short Hammering of Concrete
HMJAK--3	2.5	JACKHAMMER - Short Hammering of Concrete

CONSTRUCTION:TOOLS

CNCHL--1	7.3	CHISEL LOOP - Chiseling Wood With Chisel
CNCHL--2	10.8	CHISEL LOOP - Chisel & Hammer
CNCHL--3	0.3	CHISEL - Chisel & Hammer, Single Hit
CNCHL--4	0.3	CHISEL - Chisel & Hammer, Single Hit
CNFIL--1	3.4	FILE LOOP - Filing Metal Plate, Fast
CNFIL--2	8.0	FILE LOOP - Filing Metal Plate, Slow
CNSND--1	11.3	SANDER, ELECTRIC - Start, Sand Wood, Stop
CNSND--2	6.2	SANDING LOOP - Sanding Wood By Hand
DLELE--1	3.9	DRILL, ELECTRIC - Drill Single Hole in Wood
DLELE--2	15.6	DRILL, ELECTRIC - Drill Single Hole in Wood
HMWOD--1	12.7	HAMMER LOOP - Hammer Nails Into Wood
HMWOD--2	0.3	HAMMER - Nail Into Wood, Single Hit
HMWOD--3	0.3	HAMMER - Nail Into Wood, Single Hit
HMWOD--4	0.2	HAMMER - Nail Into Wood, Single Hit
HMWOD--5	0.3	HAMMER - Nail Into Wood, Single Hit
PLHND--1	1.7	PLANE, HAND - Planing Wood, Single Stroke
PLHND--2	1.6	PLANE, HAND - Planing Wood, Single Stroke

CONSTRUCTION:TOOLS (con't)

PLHND--3	1.5	PLANE, HAND - Planing Wood, Single Stroke
SAELE--1	19.7	SAW LOOP - Electric Hand Saw, Cutting Wood
SAHAK--1	5.9	SAW LOOP - Hack Saw, Cutting Metal Pipe
SAHND--1	12.2	SAW LOOP - Hand Saw, Cutting Wood
SAJIG--1	16.2	SAW LOOP - Jigsaw, Cutting Wood
SATBL--1	4.0	SAW START LOOP - Table Saw, Start & Run
SATBL--2	2.9	SAW RUN LOOP - Table Saw, Running
SATBL--3	10.0	SAW LOOP - Table Saw, Cut Small Pieces of Wood
SATBL--4	2.6	SAW OFF - Table Saw, Shut Off

CORK:POP

BOOPN--6	0.3	BOTTLE OPEN - Wine, Cork Pop
BOOPN--7	0.7	BOTTLE OPEN - Wine, Remove Cork, Previously Opened Bottle

COUGH

HUCOF--1	1.3	COUGH - Male
HUCOF--2	1.8	COUGH - Male
HUTHR--1	0.8	THROAT CLEAR - Female Clearing Throat
HUTHR--2	1.0	THROAT CLEAR - Female Clearing Throat
HUTHR--3	0.4	THROAT CLEAR - Male Clearing Throat
HUTHR--4	0.7	THROAT CLEAR - Male Clearing Throat
HUTHR--5	0.4	THROAT CLEAR - Male Clearing Throat

COW

CWMOO--1	1.5	COW MOO - Single Moo
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CRASH

GLSMH--1	1.3	GLASS SMASH - Automotive Headlight
GLSMH--5	1.7	GLASS SMASH - Automotive Headlight
GLSMH--9	1.2	GLASS SMASH - Automotive Window
MTHIT--1	0.4	METAL HIT - Hammer Automotive Bumper
MTHIT--5	1.1	METAL HIT - Hammer Automotive Body Panel

CRASH:BODY

BDFDT--1	0.9	BODY FALL - Fall on Dirt
BDFDT--2	0.7	BODY FALL - Fall on Dirt
BDFDT--3	0.9	BODY FALL - Fall on Dirt
BDFDT--4	0.9	BODY FALL - Fall on Dirt
BDFGS--1	1.2	BODY FALL - Fall on Grass

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CRASH:BODY (con't)

BDFMT--1	1.0	BODY FALL - Fall on Metal
BDFMT--2	0.5	BODY FALL - Fall on Metal
BDFMT--3	0.5	BODY FALL - Fall on Metal
BDFMT--4	0.4	BODY FALL - Fall on Metal
BDFMT--5	0.4	BODY FALL - Fall on Metal
BDFMT--6	0.5	BODY FALL - Fall on Metal
BDFWD--1	0.6	BODY FALL - Fall on Wood
BDFWD--2	0.6	BODY FALL - Fall on Wood
BDFWD--3	0.6	BODY FALL - Fall on Wood

CRASH:CAR

CRHIT--1	1.4	AUTO CRASH - Small Head On
CRHIT--2	1.2	AUTO CRASH - Small Head On
CRHIT--3	0.9	AUTO CRASH - Small Head On
CRHIT--4	0.8	AUTO CRASH - Small Head On
CRHIT--5	1.6	AUTO CRASH - Small Head On, With Glass
CRHIT--6	1.0	AUTO CRASH - Small Side Swipe
CRHIT--7	1.6	AUTO CRASH - Medium Head On
CRHIT--8	1.3	AUTO CRASH - Medium Head On
CRHIT--9	0.8	AUTO CRASH - Medium Head On
CRHIT-10	2.5	AUTO CRASH - Medium Head On
CRHIT-11	2.0	AUTO CRASH - Medium Head On, With Glass
CRHIT-12	1.8	AUTO CRASH - Medium Side Swipe
CRHIT-13	1.5	AUTO CRASH - Medium Side Swipe
CRHIT-14	1.2	AUTO CRASH - Large Head On
CRHIT-15	1.5	AUTO CRASH - Large Head On
CRHIT-16	2.3	AUTO CRASH - Large Head On
CRHIT-17	1.6	AUTO CRASH - Large Head On
CRHIT-18	1.2	AUTO CRASH - Large Head On
CRHIT-19	1.4	AUTO CRASH - Large Head On
CRHIT-20	3.1	AUTO CRASH - Large Side Swipe
CRHIT-21	3.4	AUTO CRASH - Large Side Swipe
CRSKD--1	3.3	AUTO SKID - Tire Skid While Braking
CRSKD--2	1.6	AUTO SKID - Tire Skid While Braking
CRSKD--3	3.5	AUTO SKID - Tire Skid While Braking

CRICKETS

BGRUR--1	7.1	B/G LOOP, RURAL - Night-time, Crickets
BGRUR--3	17.0	B/G LOOP, RURAL - Night-time, Crickets
BGRUR--5	60.2	B/G LOOP, RURAL - Night-time, Crickets
BGRUR--7	13.7	B/G LOOP, RURAL - Daytime, Crickets, Birds
BGRUR--9	18.0	B/G LOOP, RURAL - Daytime, Crickets, Birds
BGRUR-11	54.8	B/G LOOP, RURAL - Daytime, Crickets, Birds

CROWD:APPLAUSE

ALLGI--1	16.7	APPLAUSE - Large Crowd, Indoor
ALLGI--2	9.2	APPLAUSE - Cheering, Large Crowd, Indoor
ALLGI--3	16.7	APPLAUSE - Cheering & Whistling, Large Crowd, Indoor
ALLGO--1	9.2	APPLAUSE - Cheering, Large Crowd, Outdoor
ALLGO--2	11.0	APPLAUSE - Cheering & Whistling, Large Crowd, Outdoor
ALLGO--3	9.2	APPLAUSE - Cheering & Whistling, Large Crowd, Outdoor
ALMDI--1	7.1	APPLAUSE - Medium Crowd, Indoor
ALMDI--2	12.0	APPLAUSE - Medium Crowd, Indoor
ALMDI--3	10.7	APPLAUSE - Laughter & Whistling, Medium Crowd, Indoor
ALMDI--4	8.2	APPLAUSE - Cheering & Whistling, Medium Crowd, Indoor
ALMDO--1	6.7	APPLAUSE - Medium Crowd, Outdoor
ALMDO--2	5.7	APPLAUSE - Medium Crowd, Outdoor
ALSMI--1	7.0	APPLAUSE - Small Crowd, Indoor
ALSMI--2	6.3	APPLAUSE - Small Crowd, Indoor
ALSMI--3	6.5	APPLAUSE - Cheering, Small Crowd, Indoor
ALSMI--4	6.8	APPLAUSE - Laughter, Small Crowd, Indoor
ALSMI--5	10.1	APPLAUSE - Howling & Whistling, Small Crowd, Indoor
ALSMO--1	7.2	APPLAUSE - Small Crowd, Outdoor
ALSMO--2	22.6	APPLAUSE - Small Crowd, Outdoor

CROWD:CHEER

CDCHI--1	6.2	CROWD CHEER - Indoor Hockey Arena, Medium Crowd
CDCHI--2	10.1	CROWD CHEER - Applause, Bell, Indoor Arena, Medium Crowd
CDCHI--3	13.6	CROWD CHEER - Applause, Horn, Indoor Arena, Medium Crowd
CDCHO--1	5.1	CROWD CHEER - "OOHHH," Outdoor Football Stadium, Large Crowd
CDCHO--2	4.3	CROWD CHEER - "OOHHH," Outdoor Football Stadium, Large Crowd
CDCHO--3	3.6	CROWD CHEER - "OOHHH," Outdoor Baseball Stadium, Large Crowd

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CROWD:CHEER (con't)

CDCHO--4	3.8	CROWD CHEER - "OOHHH," Outdoor Baseball Stadium, Large Crowd
CDCHO--5	7.3	CROWD CHEER - Applause, Outdoor Stadium, Large Crowd
CDCHO--6	16.3	CROWD CHEER - Applause, Outdoor Stadium, Large Crowd
CDCHO--7	11.4	CROWD CHEER - Horns, Outdoor Football Stadium, Large Crowd
CDCHO--8	21.5	CROWD CHEER - Touchdown, Outdoor Stadium, Large Crowd

CROWD:INDOOR

CDSCL--1	16.5	CROWD LOOP - High School Hallway Ambience
CDSCL--2	10.2	CROWD LOOP - High School Cafeteria Ambience
CHSCI--1	19.2	CHILDREN LOOP - Kindergarten, Playing in Classroom
CHSCI--3	50.6	CHILDREN LOOP - Kindergarten, Playing in Classroom
CHSCI--5	17.8	CHILDREN LOOP - Kindergarten, Playing in Gymnasium
CHSCI--7	50.8	CHILDREN LOOP - Kindergarten, Playing in Gymnasium
RRBRM--1	12.9	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--3	31.2	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--5	60.1	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--7	15.2	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--9	33.3	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--11	57.9	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRS--1	15.0	BAR ATMOSPHERE LOOP - Small Crowd
RRBRS--3	34.0	BAR ATMOSPHERE LOOP - Small Crowd
RRBRS--5	62.9	BAR ATMOSPHERE LOOP - Small Crowd
RRFFS--1	12.0	RESTAURANT LOOP - Fast Food, Small Crowd
RRFFS--3	35.8	RESTAURANT LOOP - Fast Food, Small Crowd
RRFFS--5	59.6	RESTAURANT LOOP - Fast Food, Small Crowd
RRLRG--1	17.0	RESTAURANT LOOP - Large Crowd
RRLRG--3	32.0	RESTAURANT LOOP - Large Crowd
RRLRG--5	57.1	RESTAURANT LOOP - Large Crowd
RRMED--1	14.0	RESTAURANT LOOP - Medium Crowd
RRMED--3	32.1	RESTAURANT LOOP - Medium Crowd
RRMED--5	56.8	RESTAURANT LOOP - Medium Crowd
STMAL--1	19.3	SHOPPING MALL LOOP - Small Mall Ambience
STMAL--3	50.0	SHOPPING MALL LOOP - Small Mall Ambience
STMAL--5	19.8	SHOPPING MALL LOOP - Medium Mall Ambience

CROWD:INDOOR (con't)

STMAL--7	51.3	SHOPPING MALL LOOP - Medium Mall Ambience
STMAL--9	21.5	SHOPPING MALL LOOP - Large Mall Ambience
STMAL-11	58.8	SHOPPING MALL LOOP - Large Mall Ambience

CROWD:LAUGHTER

LFCDL--1	6.6	LAUGHTER - Large Crowd, Indoor
LFCDL--2	7.3	LAUGHTER - Large Crowd, Indoor
LFCDL--3	3.7	LAUGHTER - Large Crowd of Children, Indoor
LFCDM--1	7.8	LAUGHTER - Medium Crowd, Indoor
LFCDM--2	2.5	LAUGHTER - Medium Crowd, Indoor
LFCDM--3	3.0	LAUGHTER - Medium Crowd, Indoor
LFCDM--4	10.4	LAUGHTER - Medium Crowd, Indoor
LFCDM--5	7.5	LAUGHTER - Applause, Medium Crowd, Indoor
LFCDM--6	17.8	LAUGHTER - Applause, Medium Crowd, Indoor
LFCDS--1	3.1	LAUGHTER - Small Crowd, Indoor
LFCDS--2	8.8	LAUGHTER - Small Crowd, Indoor
LFCDS--3	11.8	LAUGHTER - Small Crowd, Indoor
LFFML--6	4.9	LAUGHTER - Several Females
LFMAL--5	8.0	LAUGHTER - Several Males

CROWD:OUTDOOR

CDMDO--1	12.3	CROWD LOOP - Talking, Outdoor, Medium Crowd
CHSCO--1	19.1	CHILDREN LOOP - Playing in Schoolyard
CHSCO--3	52.1	CHILDREN LOOP - Playing in Schoolyard

CUPBOARD

DRCBC--1	1.5	DOOR, CUPBOARD - Close
DRCBC--3	1.4	DOOR, CUPBOARD - Close
DRCBO--1	1.5	DOOR, CUPBOARD - Open
DRCBO--3	1.1	DOOR, CUPBOARD - Open

DOG

DGBKI--1	0.4	DOG BARK - Shepherd, Single Bark, Indoor
DGBKI--2	0.5	DOG BARK - Shepherd, Single Bark, Indoor
DGBKI--3	0.7	DOG BARK - Shepherd, Double Bark, Indoor
DGBKI--4	0.4	DOG BARK - Shepherd, Single Bark, Indoor
DGBKI--5	14.8	DOG BARK - Shepherd, Barking, Indoor
DGBKI--6	0.4	DOG BARK - Terrier, Single Bark, Indoor

filename seconds caption

DOG (con't)

DGBKI--7	0.5	DOG BARK - Terrier, Single Bark, Indoor
DGBKI--8	14.6	DOG BARK - Terrier, Angry Barking, Indoor
DGBKI--9	0.5	DOG BARK - Dobermann, Single Bark, Indoor
DGBKI--10	0.6	DOG BARK - Dobermann, Single Bark, Indoor
DGBKI--11	0.6	DOG BARK - Dobermann, Single Bark, Indoor
DGBKO--1	0.5	DOG BARK - Shepherd, Single Bark, Outdoor
DGBKO--2	11.8	DOG BARK - Shepherd, Barking, Outdoor
DGGRI--1	1.8	DOG GROWL - Shepherd, Growl, Indoor
DGMON--1	2.8	DOG MOAN - Dobermann, Moan, Indoor
DGMON--2	1.1	DOG MOAN - Dobermann, Moan, Indoor
DGMON--3	1.2	DOG MOAN - Dobermann, Moan, Indoor
DGYPO--1	1.2	DOG YELP - Shepherd, Single Yelp, Outdoor
DGYPO--2	1.8	DOG YELP - Shepherd, Yelping, Outdoor

DOOR

DRBFC--1	3.2	DOOR, BIFOLD - Close
DRBFC--2	2.1	DOOR, BIFOLD - Close
DRBFO--1	2.8	DOOR, BIFOLD - Open
DRBFO--2	2.2	DOOR, BIFOLD - Open
DRCBC--1	1.5	DOOR, CUPBOARD - Close
DRCBC--3	1.4	DOOR, CUPBOARD - Close
DRCBO--1	1.5	DOOR, CUPBOARD - Open
DRCBO--3	1.1	DOOR, CUPBOARD - Open
DRGAR--1	5.2	DOOR, GARAGE - Metal, Close
DRGAR--2	5.2	DOOR, GARAGE - Metal, Open
DRGAR--3	11.9	DOOR, GARAGE - Wood, Power Close
DRGAR--4	12.2	DOOR, GARAGE - Wood, Power Open
DRMTC--1	8.4	DOOR, METAL - Barn Door, Slide Shut
DRMTO--1	10.7	DOOR, METAL - Barn Door, Slide Open
DRWDC--1	0.9	DOOR, WOOD - Close
DRWDC--3	0.7	DOOR, WOOD - Close
DRWDC--5	0.8	DOOR, WOOD - Close
DRWDC--7	1.2	DOOR, WOOD - Close
DRWDC--9	0.5	DOOR, WOOD - Close
DRWDC-11	0.5	DOOR, WOOD - Slam

DOOR (con't)

DRWDC-13	0.6	DOOR, WOOD - Close
DRWDC-15	0.6	DOOR, WOOD - Slam
DRWDC-17	0.8	DOOR, WOOD - Close
DRWDC-19	0.5	DOOR, WOOD - Close
DRWDC-21	0.6	DOOR, WOOD - Close
DRWDC-23	0.6	DOOR, WOOD - Close
DRWDC-25	3.5	DOOR, WOOD - Barn Door, Slide Shut
DRWDO--1	4.0	DOOR, WOOD - Squeak Open
DRWDO--3	1.2	DOOR, WOOD - Open
DRWDO--5	1.1	DOOR, WOOD - Open, Slight Squeak
DRWDO--7	1.2	DOOR, WOOD - Open
DRWDO--9	0.6	DOOR, WOOD - Open
DRWDO-11	3.3	DOOR, WOOD - Barn Door, Slide Open
EAFRG--3	1.1	FRIDGE - Close Door
EAFRZ--3	1.7	FREEZER - Close Door
EAOVN--1	2.1	OVEN - Open Door
EAOVN--2	1.2	OVEN - Close Door
EAOVN--5	0.8	OVEN, MICROWAVE - Open Door
EAOVN--6	0.9	OVEN, MICROWAVE - Close Door

DOOR:BELL

BLDOR--1	1.0	BELL, DOOR - Old Style
BLDOR--2	7.6	BELL, DOOR - Ring
BLDOR--3	9.6	BELL, DOOR - Ring
BLDOR--4	2.3	BELL, DOOR - Ring

DOOR:CAR

CRDOR--1	0.2	AUTO DOOR - Close, 1987 Volvo 244
CRDOR--2	0.3	AUTO DOOR - Close, 1985 Ford LTD
CRDOR--3	0.3	AUTO DOOR - Close, 1986 Porsche 944
CRDOR--4	0.4	AUTO DOOR - Close, 1980 Oldsmobile Cutlass
CRDOR--5	0.4	AUTO DOOR - Close, 1984 Dodge Omni
CRDOR--6	0.3	AUTO DOOR - Close, 1983 Toyota Corolla
CRDOR--7	0.4	AUTO DOOR - Close, 1987 Buick Park Avenue
CRDOR--8	1.6	AUTO DOOR - Open, 1987 Volvo 244
CRDOR--9	1.0	AUTO DOOR - Open, 1985 Ford LTD

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DOOR:CAR (con't)

CRDOR-10	1.3	AUTO DOOR - Open, 1980 Oldsmobile Cutlass
CRDOR-11	1.1	AUTO DOOR - Open, 1986 Porsche 944

DOOR:KEY

DRKYR--1	1.1	DOOR KEY - Rattle Keys
DRLOK--3	2.3	DOOR LOCK - Dead Bolt, Lock With Key
DRLOK--4	2.3	DOOR LOCK - Dead Bolt, Unlock With Key

DOOR:LOCK

DRKYR--1	1.1	DOOR KEY - Rattle Keys
DRLOK--1	0.5	DOOR LOCK - Dead Bolt, Lock
DRLOK--2	0.7	DOOR LOCK - Dead Bolt, Unlock
DRLOK--3	2.3	DOOR LOCK - Dead Bolt, Lock With Key
DRLOK--4	2.3	DOOR LOCK - Dead Bolt, Unlock With Key

DOOR:VAN

CRDOR-12	1.3	AUTO DOOR - Van, Slide Shut, 1986 Plymouth Voyager
CRDOR-13	3.0	AUTO DOOR - Van, Slide Open, 1986 Plymouth Voyager

DRILL

DLELE--1	3.9	DRILL, ELECTRIC - Drill Single Hole in Wood
DLELE--2	15.6	DRILL, ELECTRIC - Drill Single Hole in Wood

EXPLOSION

EXLRG--1	4.8	EXPLOSION - Large Blast
EXLRG--3	4.1	EXPLOSION - Large Blast
EXMED--1	4.1	EXPLOSION - Medium Blast
EXMED--3	9.8	EXPLOSION - Medium Blast
EXSML--1	3.0	EXPLOSION - Small Blast

FALL:BODY

BDFDT--1	0.9	BODY FALL - Fall on Dirt
BDFDT--2	0.7	BODY FALL - Fall on Dirt
BDFDT--3	0.9	BODY FALL - Fall on Dirt
BDFDT--4	0.9	BODY FALL - Fall on Dirt
BDFGS--1	1.2	BODY FALL - Fall on Grass
BDFMT--1	1.0	BODY FALL - Fall on Metal
BDFMT--2	0.5	BODY FALL - Fall on Metal
BDFMT--3	0.5	BODY FALL - Fall on Metal
BDFMT--4	0.4	BODY FALL - Fall on Metal

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FALL:BODY (con't)

BDFMT--5	0.4	BODY FALL - Fall on Metal
BDFMT--6	0.5	BODY FALL - Fall on Metal
BDFWD--1	0.6	BODY FALL - Fall on Wood
BDFWD--2	0.6	BODY FALL - Fall on Wood
BDFWD--3	0.6	BODY FALL - Fall on Wood

FARM:CHICKEN

ANCHK--1	9.8	CHICKEN LOOP - Chicken Coop Ambience
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FARM:COW

CWMOO--1	1.5	COW MOO - Single Moo
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FARM:DOOR

DRMTC--1	8.4	DOOR, METAL - Barn Door, Slide Shut
DRMTO--1	10.7	DOOR, METAL - Barn Door, Slide Open
DRWDC-25	3.5	DOOR, WOOD - Barn Door, Slide Shut
DRWDO-11	3.3	DOOR, WOOD - Barn Door, Slide Open

FARM:HORSE

HRGRT--1	1.4	HORSE - Grunt
HRMAD--1	11.1	HORSES - Neighing & Squealing in Stable
HRNAY--1	2.0	HORSE - Neigh
HRNAY--2	1.7	HORSE - Neigh
HRNAY--3	1.4	HORSE - Neigh
HRNAY--4	2.6	HORSE - Neigh
HRNAY--5	2.0	HORSE - Neigh
HRSNT--1	0.8	HORSE - Snort
HRSNT--2	1.1	HORSE - Snort
HRSNT--3	0.7	HORSE - Snort
HRSQU--1	1.7	HORSE - Squeal
HRSQU--2	1.1	HORSE - Squeal

FILE

CNFIL--1	3.4	FILE LOOP - Filing Metal Plate, Fast
CNFIL--2	8.0	FILE LOOP - Filing Metal Plate, Slow

FIRE

FRPLC--1	8.1	FIRE, FIREPLACE - Crackling
FRPLC--3	18.4	FIRE, FIREPLACE - Crackling & Popping

FIRE:ALARM

AAFIR--1 4.0 ALARM LOOP - Fire Alarm, Bell

FIREARMS

GNCOC--1 0.5 GUN COCK - 12 Gauge Shotgun, Single Cock

GNCOC--3 0.8 GUN COCK - 12 Gauge Shotgun, Single Cock

GS12G--1 0.7 GUNSHOT - 12 Gauge Shotgun, Single Shot

GS22C--1 0.3 GUNSHOT - 22 Calibre, Single Shot

GS22C--3 0.4 GUNSHOT - 22 Calibre with Silencer, Single Shot

GS38C--1 0.5 GUNSHOT - 38 Calibre Revolver, Single Shot

GS45C--1 0.5 GUNSHOT - 45 Calibre Machine Gun, One Shot

GS45C--3 0.6 GUNSHOT - 45 Calibre Machine Gun, Two Shots

GS45C--5 6.1 GUNSHOT - 45 Calibre Machine Gun, Medium Burst

GS45C--7 13.3 GUNSHOT - 45 Calibre Machine Gun, Long Burst

FOOD:PREP

BOOPN--1 2.2 BOTTLE OPEN - Beer, Open with Opener, Cap Fall

BOOPN--2 0.2 BOTTLE OPEN - Beer, Air Release

BOOPN--3 1.4 BOTTLE OPEN - Beer, Air Release

BOOPN--4 0.7 BOTTLE OPEN - Beer, Remove Cap

BOOPN--5 1.0 BOTTLE OPEN - Beer, Cap Fall

BOOPN--6 0.3 BOTTLE OPEN - Wine, Cork Pop

BOOPN--7 0.7 BOTTLE OPEN - Wine, Remove Cork, Previously Opened Bottle

BOPOR--1 6.1 BOTTLE POUR - Beer, Into Glass

BOPOR--2 6.4 BOTTLE POUR - Beer, Into Pitcher

EABLN--1 5.1 BLENDER - Start, Run, Stop, Dry Ingredients

EABLN--3 5.1 BLENDER - Start, Run, Stop, Liquid Ingredients

EAFDP--1 5.1 FOOD PROCESSOR - Start, Run, Stop, Liquid & Dry Ingredients

EAFDP--3 1.4 FOOD PROCESSOR - Pulse, Liquid & Dry Ingredients

EAKNF--1 10.5 CUTTING - Electric Knife, Cutting Meat

EAMIX--1 15.0 MIXER - Hand Held, Electric, Start, Run, Stop

EAMIX--2 10.7 MIXER - Hand Held, Electric, Start, Run, Stop

EAOVN--1 2.1 OVEN - Open Door

EAOVN--2 1.2 OVEN - Close Door

EAOVN--3 2.0 OVEN - Slide Rack Out

EAOVN--4 2.0 OVEN - Slide Rack In

FOOD:PREP (con't)

EAOVN--5	0.8	OVEN, MICROWAVE - Open Door
EAOVN--6	0.9	OVEN, MICROWAVE - Close Door
EAOVN--7	6.8	OVEN, MICROWAVE LOOP - Start, Cook
EAOVN--8	3.0	OVEN, MICROWAVE LOOP - Cooking
EAOVN--9	5.1	OVEN, MICROWAVE - Stop, Beeps
EAOVN-10	0.4	OVEN, MICROWAVE - Beep
EATST--1	1.2	TOASTER - Push Down
EATST--2	0.6	TOASTER - Pop Up
FDCAN--1	12.0	CAN OPENER - Manual, Open Can
FDCAN--2	11.0	CAN OPENER - Electric, Open Can
FDCAN--3	0.7	CAN, SOFT DRINK - Open
FDCAN--5	0.3	CAN, SOFT DRINK - Open
FDCUT--1	0.8	CUTTING - Slicing Carrot, Single Slice
FDCUT--2	0.5	CUTTING - Slicing Carrot, Single Slice
FDCUT--3	0.6	CUTTING - Slicing Carrot, Single Slice
FDCUT--4	0.5	CUTTING - Slicing Carrot, Single Slice
FDCUT--5	4.8	CUTTING LOOP - Slicing Carrot
FDCUT--6	2.1	CUTTING - Slicing Bread, Single Slice
FDCUT--7	2.1	CUTTING - Slicing Bread, Single Slice
FDCUT--8	9.7	CUTTING LOOP - Slicing Bread
FDCUT--9	1.0	KNIFE SHARPEN - Sharpening Steel, Double Stroke
FDCUT-10	0.4	KNIFE SHARPEN - Sharpening Steel, Single Stroke
FDCUT-11	3.4	KNIFE LOOP - Sharpen with Sharpening Steel
FDGRD--1	0.8	GRINDING - Mortar & Pestle, Grinding Spice, Single Grind
FDGRD--2	0.6	GRINDING - Mortar & Pestle, Grinding Spice, Single Grind
FDGRD--3	4.2	GRINDING LOOP - Mortar & Pestle, Grinding Spice
FDGRD--4	0.5	GRINDING - Pepper Mill, Single Grind
FDGRD--5	0.6	GRINDING - Pepper Mill, Single Grind
FDGRD--6	5.4	GRINDING LOOP - Pepper Mill
FDMIX--1	8.5	MIXING LOOP - Beating Eggs with Whisk
FDNUT--1	1.7	NUT CRACKER - Cracking Nut
FDNUT--2	1.2	NUT CRACKER - Cracking Nut
FDNUT--3	0.9	NUT CRACKER - Cracking Nut

FOOD PROCESSOR

EAFDP--1	5.1	FOOD PROCESSOR - Start, Run, Stop, Liquid & Dry Ingredients
EAFDP--3	1.4	FOOD PROCESSOR - Pulse, Liquid & Dry Ingredients

FOOTBALL:CROWD

CDCHO--1	5.1	CROWD CHEER - "OOHHH," Outdoor Football Stadium, Large Crowd
CDCHO--2	4.3	CROWD CHEER - "OOHHH," Outdoor Football Stadium, Large Crowd
CDCHO--5	7.3	CROWD CHEER - Applause, Outdoor Stadium, Large Crowd
CDCHO--6	16.3	CROWD CHEER - Applause, Outdoor Stadium, Large Crowd
CDCHO--7	11.4	CROWD CHEER - Horns, Outdoor Football Stadium, Large Crowd
CDCHO--8	21.5	CROWD CHEER - Touchdown, Outdoor Stadium, Large Crowd

FOOTSTEP

FSCCH--1	0.5	FOOTSTEP - High Heel on Concrete, Left
FSCCH--2	0.5	FOOTSTEP - High Heel on Concrete, Right
FSCCH--3	0.5	FOOTSTEP - High Heel on Concrete, Left
FSCCH--4	0.3	FOOTSTEP - High Heel on Concrete, Right
FSCCH--5	0.5	FOOTSTEP - High Heel on Concrete (Mono)
FSCCH--6	0.5	FOOTSTEP - High Heel on Concrete (Mono)
FSCCH--7	0.5	FOOTSTEP - High Heel on Concrete (Mono)
FSCCH--8	0.3	FOOTSTEP - High Heel on Concrete (Mono)
FSCCL--1	0.2	FOOTSTEP - Loafer on Concrete, Left
FSCCL--2	0.4	FOOTSTEP - Loafer on Concrete, Right
FSCCL--3	0.5	FOOTSTEP - Loafer on Concrete, Left
FSCCL--4	0.6	FOOTSTEP - Loafer on Concrete, Right
FSCCL--5	0.2	FOOTSTEP - Loafer on Concrete (Mono)
FSCCL--6	0.4	FOOTSTEP - Loafer on Concrete (Mono)
FSCCL--7	0.5	FOOTSTEP - Loafer on Concrete (Mono)
FSCCL--8	0.6	FOOTSTEP - Loafer on Concrete (Mono)
FSDTL--1	0.6	FOOTSTEP - Loafer on Dirt, Left
FSDTL--2	0.6	FOOTSTEP - Loafer on Dirt, Right
FSDTL--3	0.6	FOOTSTEP - Loafer on Dirt, Left
FSDTL--4	0.6	FOOTSTEP - Loafer on Dirt, Right
FSDTL--5	0.6	FOOTSTEP - Loafer on Dirt (Mono)
FSDTL--6	0.6	FOOTSTEP - Loafer on Dirt (Mono)
FSDTL--7	0.6	FOOTSTEP - Loafer on Dirt (Mono)
FSDTL--8	0.6	FOOTSTEP - Loafer on Dirt (Mono)

FOOTSTEP (con't)

FSGRL--1	0.5	FOOTSTEP - Loafer on Gravel, Left
FSGRL--2	0.5	FOOTSTEP - Loafer on Gravel, Right
FSGRL--3	0.6	FOOTSTEP - Loafer on Gravel, Left
FSGRL--4	0.6	FOOTSTEP - Loafer on Gravel, Right
FSGRL--5	0.5	FOOTSTEP - Loafer on Gravel (Mono)
FSGRL--6	0.5	FOOTSTEP - Loafer on Gravel (Mono)
FSGRL--7	0.6	FOOTSTEP - Loafer on Gravel (Mono)
FSGRL--8	0.6	FOOTSTEP - Loafer on Gravel (Mono)
FSHWH--1	0.5	FOOTSTEP - High Heel on Hardwood, Left
FSHWH--2	0.5	FOOTSTEP - High Heel on Hardwood, Right
FSHWH--3	0.6	FOOTSTEP - High Heel on Hardwood, Left
FSHWH--4	0.3	FOOTSTEP - High Heel on Hardwood, Right
FSHWH--5	0.5	FOOTSTEP - High Heel on Hardwood (Mono)
FSHWH--6	0.5	FOOTSTEP - High Heel on Hardwood (Mono)
FSHWH--7	0.6	FOOTSTEP - High Heel on Hardwood (Mono)
FSHWH--8	0.3	FOOTSTEP - High Heel on Hardwood (Mono)
FSHWL--1	0.7	FOOTSTEP - Loafer on Hardwood, Left
FSHWL--2	0.6	FOOTSTEP - Loafer on Hardwood, Right
FSHWL--3	0.7	FOOTSTEP - Loafer on Hardwood, Left
FSHWL--4	0.5	FOOTSTEP - Loafer on Hardwood, Right
FSHWL--5	0.7	FOOTSTEP - Loafer on Hardwood (Mono)
FSHWL--6	0.6	FOOTSTEP - Loafer on Hardwood (Mono)
FSHWL--7	0.7	FOOTSTEP - Loafer on Hardwood (Mono)
FSHWL--8	0.5	FOOTSTEP - Loafer on Hardwood (Mono)
FSLNF--1	0.6	FOOTSTEP - Barefoot on Linoleum, Left
FSLNF--2	0.5	FOOTSTEP - Barefoot on Linoleum, Right
FSLNF--3	0.4	FOOTSTEP - Barefoot on Linoleum, Left
FSLNF--4	0.7	FOOTSTEP - Barefoot on Linoleum, Right
FSLNF--5	0.6	FOOTSTEP - Barefoot on Linoleum (Mono)
FSLNF--6	0.5	FOOTSTEP - Barefoot on Linoleum (Mono)
FSLNF--7	0.4	FOOTSTEP - Barefoot on Linoleum (Mono)
FSLNF--8	0.7	FOOTSTEP - Barefoot on Linoleum (Mono)
FSLNH--1	0.5	FOOTSTEP - High Heel on Linoleum, Left
FSLNH--2	0.5	FOOTSTEP - High Heel on Linoleum, Right

FOOTSTEP (con't)

FSLNH--3	0.5	FOOTSTEP - High Heel on Linoleum, Left
FSLNH--4	0.5	FOOTSTEP - High Heel on Linoleum, Right
FSLNH--5	0.5	FOOTSTEP - High Heel on Linoleum (Mono)
FSLNH--6	0.5	FOOTSTEP - High Heel on Linoleum (Mono)
FSLNH--7	0.5	FOOTSTEP - High Heel on Linoleum (Mono)
FSLNH--8	0.5	FOOTSTEP - High Heel on Linoleum (Mono)
FSLNL--1	0.6	FOOTSTEP - Loafer on Linoleum, Left
FSLNL--2	0.6	FOOTSTEP - Loafer on Linoleum, Right
FSLNL--3	0.3	FOOTSTEP - Loafer on Linoleum, Left
FSLNL--4	0.6	FOOTSTEP - Loafer on Linoleum, Right
FSLNL--5	0.6	FOOTSTEP - Loafer on Linoleum (Mono)
FSLNL--6	0.6	FOOTSTEP - Loafer on Linoleum (Mono)
FSLNL--7	0.3	FOOTSTEP - Loafer on Linoleum (Mono)
FSLNL--8	0.6	FOOTSTEP - Loafer on Linoleum (Mono)
FSLVR--1	0.7	FOOTSTEP - Runner on Leaves, Left
FSLVR--2	0.6	FOOTSTEP - Runner on Leaves, Right
FSLVR--3	0.8	FOOTSTEP - Runner on Leaves, Left
FSLVR--4	0.9	FOOTSTEP - Runner on Leaves, Right
FSLVR--5	0.7	FOOTSTEP - Runner on Leaves (Mono)
FSLVR--6	0.6	FOOTSTEP - Runner on Leaves (Mono)
FSLVR--7	0.8	FOOTSTEP - Runner on Leaves (Mono)
FSLVR--8	0.9	FOOTSTEP - Runner on Leaves (Mono)
FSMTL--1	0.6	FOOTSTEP - Loafer on Metal, Left
FSMTL--2	0.3	FOOTSTEP - Loafer on Metal, Right
FSMTL--3	0.3	FOOTSTEP - Loafer on Metal, Left
FSMTL--4	0.3	FOOTSTEP - Loafer on Metal, Right
FSMTL--5	0.6	FOOTSTEP - Loafer on Metal (Mono)
FSMTL--6	0.3	FOOTSTEP - Loafer on Metal (Mono)
FSMTL--7	0.3	FOOTSTEP - Loafer on Metal (Mono)
FSMTL--8	0.3	FOOTSTEP - Loafer on Metal (Mono)
FSMTR--1	0.6	FOOTSTEP - Runner on Metal, Left
FSMTR--2	0.7	FOOTSTEP - Runner on Metal, Right
FSMTR--3	0.8	FOOTSTEP - Runner on Metal, Left
FSMTR--4	0.5	FOOTSTEP - Runner on Metal, Right

FOOTSTEP (con't)

FSMTR--5	0.6	FOOTSTEP - Runner on Metal (Mono)
FSMTR--6	0.7	FOOTSTEP - Runner on Metal (Mono)
FSMTR--7	0.8	FOOTSTEP - Runner on Metal (Mono)
FSMTR--8	0.5	FOOTSTEP - Runner on Metal (Mono)
FSPVB--1	0.6	FOOTSTEP - Boot on Pavement, Left
FSPVB--2	0.6	FOOTSTEP - Boot on Pavement, Right
FSPVB--3	0.6	FOOTSTEP - Boot on Pavement, Left
FSPVB--4	0.3	FOOTSTEP - Boot on Pavement, Right
FSPVB--5	0.6	FOOTSTEP - Boot on Pavement (Mono)
FSPVB--6	0.6	FOOTSTEP - Boot on Pavement (Mono)
FSPVB--7	0.6	FOOTSTEP - Boot on Pavement (Mono)
FSPVB--8	0.3	FOOTSTEP - Boot on Pavement (Mono)
FSPVL--1	0.5	FOOTSTEP - Loafer on Pavement, Left
FSPVL--2	0.4	FOOTSTEP - Loafer on Pavement, Right
FSPVL--3	0.5	FOOTSTEP - Loafer on Pavement, Left
FSPVL--4	0.5	FOOTSTEP - Loafer on Pavement, Right
FSPVL--5	0.5	FOOTSTEP - Loafer on Pavement (Mono)
FSPVL--6	0.4	FOOTSTEP - Loafer on Pavement (Mono)
FSPVL--7	0.5	FOOTSTEP - Loafer on Pavement (Mono)
FSPVL--8	0.5	FOOTSTEP - Loafer on Pavement (Mono)
FSSDF--1	0.7	FOOTSTEP - Barefoot on Sand, Left
FSSDF--2	0.5	FOOTSTEP - Barefoot on Sand, Right
FSSDF--3	0.7	FOOTSTEP - Barefoot on Sand, Left
FSSDF--4	0.6	FOOTSTEP - Barefoot on Sand, Right
FSSDF--5	0.7	FOOTSTEP - Barefoot on Sand (Mono)
FSSDF--6	0.5	FOOTSTEP - Barefoot on Sand (Mono)
FSSDF--7	0.7	FOOTSTEP - Barefoot on Sand (Mono)
FSSDF--8	0.6	FOOTSTEP - Barefoot on Sand (Mono)
FSSDL--1	0.7	FOOTSTEP - Loafer on Sand, Left
FSSDL--2	0.6	FOOTSTEP - Loafer on Sand, Right
FSSDL--3	0.5	FOOTSTEP - Loafer on Sand, Left
FSSDL--4	0.6	FOOTSTEP - Loafer on Sand, Right
FSSDL--5	0.7	FOOTSTEP - Loafer on Sand (Mono)
FSSDL--6	0.6	FOOTSTEP - Loafer on Sand (Mono)

FOOTSTEP (con't)

FSSDL--7	0.5	FOOTSTEP - Loafer on Sand (Mono)
FSSDL--8	0.6	FOOTSTEP - Loafer on Sand (Mono)
FSWTF--1	0.6	FOOTSTEP - Barefoot in Water, Left
FSWTF--2	0.6	FOOTSTEP - Barefoot in Water, Right
FSWTF--3	0.7	FOOTSTEP - Barefoot in Water, Left
FSWTF--4	0.8	FOOTSTEP - Barefoot in Water, Right
FSWTF--5	0.6	FOOTSTEP - Barefoot in Water (Mono)
FSWTF--6	0.6	FOOTSTEP - Barefoot in Water (Mono)
FSWTF--7	0.7	FOOTSTEP - Barefoot in Water (Mono)
FSWTF--8	0.8	FOOTSTEP - Barefoot in Water (Mono)

FREEZER

EAFRZ--1	5.5	FREEZER INTERIOR LOOP - Open Door, Fan Running
EAFRZ--2	4.2	FREEZER INTERIOR LOOP - Fan Running
EAFRZ--3	1.7	FREEZER - Close Door

GLASS

GLSMH--1	1.3	GLASS SMASH - Automotive Headlight
GLSMH--5	1.7	GLASS SMASH - Automotive Headlight
GLSMH--9	1.2	GLASS SMASH - Automotive Window

GRINDER

FDGRD--1	0.8	GRINDING - Mortar & Pestle, Grinding Spice, Single Grind
FDGRD--2	0.6	GRINDING - Mortar & Pestle, Grinding Spice, Single Grind
FDGRD--3	4.2	GRINDING LOOP - Mortar & Pestle, Grinding Spice
FDGRD--4	0.5	GRINDING - Pepper Mill, Single Grind
FDGRD--5	0.6	GRINDING - Pepper Mill, Single Grind
FDGRD--6	5.4	GRINDING LOOP - Pepper Mill

GULP

HUSWL--1	0.4	SWALLOW LIQUID - Single Gulp
HUSWL--3	0.5	SWALLOW LIQUID - Single Gulp

GUN:MACHINE GUN

GS45C--1	0.5	GUNSHOT - 45 Calibre Machine Gun, One Shot
GS45C--3	0.6	GUNSHOT - 45 Calibre Machine Gun, Two Shots
GS45C--5	6.1	GUNSHOT - 45 Calibre Machine Gun, Medium Burst
GS45C--7	13.3	GUNSHOT - 45 Calibre Machine Gun, Long Burst

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GUN:REVOLVER

GS22C--1	0.3	GUNSHOT - 22 Calibre, Single Shot
GS22C--3	0.4	GUNSHOT - 22 Calibre with Silencer, Single Shot
GS38C--1	0.5	GUNSHOT - 38 Calibre Revolver, Single Shot

GUN:SHOTGUN

GNCOC--1	0.5	GUN COCK - 12 Gauge Shotgun, Single Cock
GNCOC--3	0.8	GUN COCK - 12 Gauge Shotgun, Single Cock
GS12G--1	0.7	GUNSHOT - 12 Gauge Shotgun, Single Shot

HAMMER

HMJAK--1	6.4	JACKHAMMER LOOP - Hammering Concrete
HMJAK--2	2.2	JACKHAMMER - Short Hammering of Concrete
HMJAK--3	2.5	JACKHAMMER - Short Hammering of Concrete
HMWOD--1	12.7	HAMMER LOOP - Hammer Nails Into Wood
HMWOD--2	0.3	HAMMER - Nail Into Wood, Single Hit
HMWOD--3	0.3	HAMMER - Nail Into Wood, Single Hit
HMWOD--4	0.2	HAMMER - Nail Into Wood, Single Hit
HMWOD--5	0.3	HAMMER - Nail Into Wood, Single Hit

HIT:BODY

BDARM--1	0.3	BODY ARM - Arm Swing Through Air
BDFDT--1	0.9	BODY FALL - Fall on Dirt
BDFDT--2	0.7	BODY FALL - Fall on Dirt
BDFDT--3	0.9	BODY FALL - Fall on Dirt
BDFDT--4	0.9	BODY FALL - Fall on Dirt
BDFGS--1	1.2	BODY FALL - Fall on Grass
BDFMT--1	1.0	BODY FALL - Fall on Metal
BDFMT--2	0.5	BODY FALL - Fall on Metal
BDFMT--3	0.5	BODY FALL - Fall on Metal
BDFMT--4	0.4	BODY FALL - Fall on Metal
BDFMT--5	0.4	BODY FALL - Fall on Metal
BDFMT--6	0.5	BODY FALL - Fall on Metal
BDFWD--1	0.6	BODY FALL - Fall on Wood
BDFWD--2	0.6	BODY FALL - Fall on Wood
BDFWD--3	0.6	BODY FALL - Fall on Wood
BDPUN--1	0.3	BODY PUNCH - Arm Swing & Punch
BDPUN--2	0.3	BODY PUNCH - BDPUN--1 w/out Arm Swing

HIT:BODY (con't)

BDPUN--3	0.3	BODY PUNCH - Arm Swing & Punch
BDPUN--4	0.3	BODY PUNCH - BDPUN--3 w/out Arm Swing
BDPUN--5	0.3	BODY PUNCH - Arm Swing & Punch
BDPUN--6	0.3	BODY PUNCH - BDPUN--5 w/out Arm Swing
BDPUN--7	0.3	BODY PUNCH - Arm Swing & Punch
BDPUN--8	0.2	BODY PUNCH - BDPUN--7 w/out Arm Swing
BDPUN--9	0.4	BODY PUNCH - Arm Swing & Punch
BDPUN-10	0.3	BODY PUNCH - BDPUN--9 w/out Arm Swing
BDPUN-11	0.4	BODY PUNCH - Arm Swing & Punch
BDPUN-12	0.3	BODY PUNCH - BDPUN-11 w/out Arm Swing
BDSOK--1	0.3	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--2	0.3	BODY PUNCH - BDSOK--1 w/out Arm Swing
BDSOK--3	0.3	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--4	0.3	BODY PUNCH - BDSOK--3 w/out Arm Swing
BDSOK--5	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--6	0.3	BODY PUNCH - BDSOK--5 w/out Arm Swing
BDSOK--7	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--8	0.4	BODY PUNCH - BDSOK--7 w/out Arm Swing
BDSOK--9	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK-10	0.3	BODY PUNCH - BDSOK--9 w/out Arm Swing
BDSOK-11	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK-12	0.3	BODY PUNCH - BDSOK-11 w/out Arm Swing
BDSOK-13	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK-14	0.3	BODY PUNCH - BDSOK-13 w/out Arm Swing

HOCKEY:CROWD

CDCHI--1	6.2	CROWD CHEER - Indoor Hockey Arena, Medium Crowd
CDCHI--2	10.1	CROWD CHEER - Applause, Bell, Indoor Arena, Medium Crowd
CDCHI--3	13.6	CROWD CHEER - Applause, Horn, Indoor Arena, Medium Crowd

HORN:BOAT

BTHRN--1	1.8	BOAT HORN - Tug Boat, Single Blast
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HORN:CAR

CRHRN--1	0.4	AUTO HORN - Small, 1983 Toyota Corolla
CRHRN--2	0.6	AUTO HORN - Small, 1984 Dodge Omni
CRHRN--3	0.5	AUTO HORN - Medium, 1980 Oldsmobile Cutlass

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HORN:CAR (con't)

CRHRN--4	0.3	AUTO HORN - Medium, 1986 Porsche 944
CRHRN--5	0.4	AUTO HORN - Large, 1985 Ford LTD
CRHRN--6	0.7	AUTO HORN - Large, 1987 Buick Park Avenue

HORN:PARTY

HNPTY--1	2.0	HORN, PARTY - Single Blow
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HORSE

HRGRT--1	1.4	HORSE - Grunt
HRMAD--1	11.1	HORSES - Neighing & Squealing in Stable
HRNAY--1	2.0	HORSE - Neigh
HRNAY--2	1.7	HORSE - Neigh
HRNAY--3	1.4	HORSE - Neigh
HRNAY--4	2.6	HORSE - Neigh
HRNAY--5	2.0	HORSE - Neigh
HRSNT--1	0.8	HORSE - Snort
HRSNT--2	1.1	HORSE - Snort
HRSNT--3	0.7	HORSE - Snort
HRSQU--1	1.7	HORSE - Squeal
HRSQU--2	1.1	HORSE - Squeal

HOUSEHOLD:LIGHT

HHLTS--1	0.5	LIGHT SWITCH - Rotary Dimmer
HHLTS--3	0.3	LIGHT SWITCH - Wall Switch
HHLTS--5	0.3	LIGHT SWITCH - Wall Switch
HHLTS--7	0.3	LIGHT SWITCH - Wall Switch
HHLTS--9	0.2	LIGHT SWITCH - Lamp
HHLTS-11	0.3	LIGHT SWITCH - Lamp
HHLTS-13	0.3	LIGHT SWITCH - Lamp
HHLTS-15	0.3	LIGHT SWITCH - Lamp
HHLTS-17	0.3	LIGHT SWITCH - Lamp
HHLTS-19	0.3	LIGHT SWITCH - Lamp
HHLTS-21	0.6	LIGHT SWITCH - Pull Chain
HHLTS-23	0.2	LIGHT SWITCH - Lamp

HOUSEHOLD:MISC

BOOPN--1	2.2	BOTTLE OPEN - Beer, Open with Opener, Cap Fall
BOOPN--2	0.2	BOTTLE OPEN - Beer, Air Release

HOUSEHOLD:MISC (con't)

BOOPN--3	1.4	BOTTLE OPEN - Beer, Air Release
BOOPN--4	0.7	BOTTLE OPEN - Beer, Remove Cap
BOOPN--5	1.0	BOTTLE OPEN - Beer, Cap Fall
BOOPN--6	0.3	BOTTLE OPEN - Wine, Cork Pop
BOOPN--7	0.7	BOTTLE OPEN - Wine, Remove Cork, Previously Opened Bottle
BOPOR--1	6.1	BOTTLE POUR - Beer, Into Glass
BOPOR--2	6.4	BOTTLE POUR - Beer, Into Pitcher
FDCAN--3	0.7	CAN, SOFT DRINK - Open
FDCAN--5	0.3	CAN, SOFT DRINK - Open
HHSPR--1	4.0	SPRAY, AEROSOL - Shaving Cream
HHSPR--2	2.9	SPRAY, AEROSOL - Air Freshener, Constant Spray
HHSPR--3	3.7	SPRAY, AEROSOL - Air Freshener, Waving Can Around
HHSPR--4	6.3	SPRAY, BOTTLE - Pump Action
HHTLT--1	19.3	TOILET - Flush (Mono)
HHTLT--2	10.0	TOILET - Flush (Mono)
HHWTR--1	6.7	WATER LOOP - Run Water, Porcelain Sink, Slow
HHWTR--2	3.2	WATER LOOP - Run Water, Porcelain Sink, Medium
HHWTR--3	8.7	WATER LOOP - Run Water, Porcelain Sink, Fast
HHWTR--4	13.4	WATER FILL LOOP - Filling Porcelain Sink
HHWTR--5	2.1	WATER STOP - Shut Water Off
HHWTR--6	15.3	WATER DRAIN - Drain Porcelain Sink

HUMAN:BODY

BDARM--1	0.3	BODY ARM - Arm Swing Through Air
BDFDT--1	0.9	BODY FALL - Fall on Dirt
BDFDT--2	0.7	BODY FALL - Fall on Dirt
BDFDT--3	0.9	BODY FALL - Fall on Dirt
BDFDT--4	0.9	BODY FALL - Fall on Dirt
BDFGS--1	1.2	BODY FALL - Fall on Grass
BDFMT--1	1.0	BODY FALL - Fall on Metal
BDFMT--2	0.5	BODY FALL - Fall on Metal
BDFMT--3	0.5	BODY FALL - Fall on Metal
BDFMT--4	0.4	BODY FALL - Fall on Metal
BDFMT--5	0.4	BODY FALL - Fall on Metal
BDFMT--6	0.5	BODY FALL - Fall on Metal

HUMAN:BODY (con't)

BDFWD--1	0.6	BODY FALL - Fall on Wood
BDFWD--2	0.6	BODY FALL - Fall on Wood
BDFWD--3	0.6	BODY FALL - Fall on Wood
BDPUN--1	0.3	BODY PUNCH - Arm Swing & Punch
BDPUN--2	0.3	BODY PUNCH - BDPUN--1 w/out Arm Swing
BDPUN--3	0.3	BODY PUNCH - Arm Swing & Punch
BDPUN--4	0.3	BODY PUNCH - BDPUN--3 w/out Arm Swing
BDPUN--5	0.3	BODY PUNCH - Arm Swing & Punch
BDPUN--6	0.3	BODY PUNCH - BDPUN--5 w/out Arm Swing
BDPUN--7	0.3	BODY PUNCH - Arm Swing & Punch
BDPUN--8	0.2	BODY PUNCH - BDPUN--7 w/out Arm Swing
BDPUN--9	0.4	BODY PUNCH - Arm Swing & Punch
BDPUN-10	0.3	BODY PUNCH - BDPUN--9 w/out Arm Swing
BDPUN-11	0.4	BODY PUNCH - Arm Swing & Punch
BDPUN-12	0.3	BODY PUNCH - BDPUN-11 w/out Arm Swing
BDSOK--1	0.3	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--2	0.3	BODY PUNCH - BDSOK--1 w/out Arm Swing
BDSOK--3	0.3	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--4	0.3	BODY PUNCH - BDSOK--3 w/out Arm Swing
BDSOK--5	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--6	0.3	BODY PUNCH - BDSOK--5 w/out Arm Swing
BDSOK--7	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--8	0.4	BODY PUNCH - BDSOK--7 w/out Arm Swing
BDSOK--9	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK-10	0.3	BODY PUNCH - BDSOK--9 w/out Arm Swing
BDSOK-11	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK-12	0.3	BODY PUNCH - BDSOK-11 w/out Arm Swing
BDSOK-13	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK-14	0.3	BODY PUNCH - BDSOK-13 w/out Arm Swing

HUMAN:LAUGHTER

LFCDL--1	6.6	LAUGHTER - Large Crowd, Indoor
LFCDL--2	7.3	LAUGHTER - Large Crowd, Indoor
LFCDL--3	3.7	LAUGHTER - Large Crowd of Children, Indoor
LFCDM--1	7.8	LAUGHTER - Medium Crowd, Indoor

HUMAN:LAUGHTER (con't)

LFCDM--2	2.5	LAUGHTER - Medium Crowd, Indoor
LFCDM--3	3.0	LAUGHTER - Medium Crowd, Indoor
LFCDM--4	10.4	LAUGHTER - Medium Crowd, Indoor
LFCDM--5	7.5	LAUGHTER - Applause, Medium Crowd, Indoor
LFCDM--6	17.8	LAUGHTER - Applause, Medium Crowd, Indoor
LFCDM--1	3.1	LAUGHTER - Small Crowd, Indoor
LFCDM--2	8.8	LAUGHTER - Small Crowd, Indoor
LFCDM--3	11.8	LAUGHTER - Small Crowd, Indoor
LFFML--1	2.2	LAUGHTER - Female, Short Laugh
LFFML--2	1.7	LAUGHTER - Female, Short Laugh
LFFML--3	3.9	LAUGHTER - Female, Short Laugh
LFFML--4	4.3	LAUGHTER - Female Child, Short Laugh
LFFML--5	8.8	LAUGHTER - Female
LFFML--6	4.9	LAUGHTER - Several Females
LFFML--7	3.7	LAUGHTER - Female
LFMAL--1	1.0	LAUGHTER - Male, Short Laugh
LFMAL--2	1.4	LAUGHTER - Male, Short Laugh
LFMAL--3	4.9	LAUGHTER - Male
LFMAL--4	3.8	LAUGHTER - Male
LFMAL--5	8.0	LAUGHTER - Several Males
LFMAL--6	3.7	LAUGHTER - Male

HUMAN:MISC

HUCOF--1	1.3	COUGH - Male
HUCOF--2	1.8	COUGH - Male
HUNOS--1	1.1	NOSE BLOW - Female Blowing Nose
HUNOS--2	1.1	NOSE BLOW - Female Blowing Nose
HUNOS--3	1.7	NOSE BLOW - Male Blowing Nose
HUNOS--4	0.9	NOSE BLOW - Male Blowing Nose
HUSNP--1	0.1	FINGER SNAP - Single
HUSNP--3	0.1	FINGER SNAP - Single
HUSNZ--1	0.9	SNEEZE - Female
HUSWL--1	0.4	SWALLOW LIQUID - Single Gulp
HUSWL--3	0.5	SWALLOW LIQUID - Single Gulp
HUTHR--1	0.8	THROAT CLEAR - Female Clearing Throat

filename seconds caption

HUMAN:MISC (con't)

HUTHR--2	1.0	THROAT CLEAR - Female Clearing Throat
HUTHR--3	0.4	THROAT CLEAR - Male Clearing Throat
HUTHR--4	0.7	THROAT CLEAR - Male Clearing Throat
HUTHR--5	0.4	THROAT CLEAR - Male Clearing Throat

HUMAN:VOICE

HUSCR--1	1.7	SCREAM - Terrified Female
HUSCR--3	2.3	SCREAM - Terrified Female
HUSCR--5	1.8	SCREAM - Terrified Male
HUSCR--7	1.5	SCREAM - Terrified Male

JET

JTFTR--1	13.2	JET, FIGHTER - CT-114 Tutor, Pass Overhead
JTFTR--3	10.1	JET, FIGHTER - F-16, Pass Overhead
JTFTR--5	20.0	JET, FIGHTER - F-16, Pass Overhead
JTPAS--1	14.7	JET, PASSENGER - Concorde, Pass Overhead
JTPLD--1	15.9	JET, PASSENGER - Landing, Pass Overhead
JTPLD--3	13.8	JET, PASSENGER - Landing, Pass Overhead
JTPLD--5	17.7	JET, PASSENGER - Landing, Pass Overhead
JTPLD--7	20.7	JET, PASSENGER - Landing
JTPTO--1	18.5	JET, PASSENGER - Take Off, Pass Overhead
JTPTO--3	23.5	JET, PASSENGER - Take Off, Pass Overhead
JTPTO--5	28.5	JET, PASSENGER - Take Off, Pass Overhead
JTPTO--7	19.9	JET, PASSENGER - Take Off
JTPTO--9	18.2	JET, PASSENGER - Take Off
JTPTO-11	16.9	JET, PASSENGER - Take Off

KEY:DOOR

DRKYR--1	1.1	DOOR KEY - Rattle Keys
DRLOK--3	2.3	DOOR LOCK - Dead Bolt, Lock With Key
DRLOK--4	2.3	DOOR LOCK - Dead Bolt, Unlock With Key

KNIFE

EAKNF--1	10.5	CUTTING - Electric Knife, Cutting Meat
FDCUT--1	0.8	CUTTING - Slicing Carrot, Single Slice
FDCUT--2	0.5	CUTTING - Slicing Carrot, Single Slice
FDCUT--3	0.6	CUTTING - Slicing Carrot, Single Slice
FDCUT--4	0.5	CUTTING - Slicing Carrot, Single Slice

filename seconds caption

KNIFE (con't)

FDCUT--5	4.8	CUTTING LOOP - Slicing Carrot
FDCUT--6	2.1	CUTTING - Slicing Bread, Single Slice
FDCUT--7	2.1	CUTTING - Slicing Bread, Single Slice
FDCUT--8	9.7	CUTTING LOOP - Slicing Bread
FDCUT--9	1.0	KNIFE SHARPEN - Sharpening Steel, Double Stroke
FDCUT-10	0.4	KNIFE SHARPEN - Sharpening Steel, Single Stroke
FDCUT-11	3.4	KNIFE LOOP - Sharpen with Sharpening Steel

LAUGHTER

BYLAF--1	3.8	BABY LAUGH - Male
LFCDL--1	6.6	LAUGHTER - Large Crowd, Indoor
LFCDL--2	7.3	LAUGHTER - Large Crowd, Indoor
LFCDL--3	3.7	LAUGHTER - Large Crowd of Children, Indoor
LFCDM--1	7.8	LAUGHTER - Medium Crowd, Indoor
LFCDM--2	2.5	LAUGHTER - Medium Crowd, Indoor
LFCDM--3	3.0	LAUGHTER - Medium Crowd, Indoor
LFCDM--4	10.4	LAUGHTER - Medium Crowd, Indoor
LFCDM--5	7.5	LAUGHTER - Applause, Medium Crowd, Indoor
LFCDM--6	17.8	LAUGHTER - Applause, Medium Crowd, Indoor
LFCDL--1	3.1	LAUGHTER - Small Crowd, Indoor
LFCDL--2	8.8	LAUGHTER - Small Crowd, Indoor
LFCDL--3	11.8	LAUGHTER - Small Crowd, Indoor
LFFML--1	2.2	LAUGHTER - Female, Short Laugh
LFFML--2	1.7	LAUGHTER - Female, Short Laugh
LFFML--3	3.9	LAUGHTER - Female, Short Laugh
LFFML--4	4.3	LAUGHTER - Female Child, Short Laugh
LFFML--5	8.8	LAUGHTER - Female
LFFML--6	4.9	LAUGHTER - Several Females
LFFML--7	3.7	LAUGHTER - Female
LFMAL--1	1.0	LAUGHTER - Male, Short Laugh
LFMAL--2	1.4	LAUGHTER - Male, Short Laugh
LFMAL--3	4.9	LAUGHTER - Male
LFMAL--4	3.8	LAUGHTER - Male
LFMAL--5	8.0	LAUGHTER - Several Males
LFMAL--6	3.7	LAUGHTER - Male

filename seconds caption

LOCK:DOOR

DRKYR--1	1.1	DOOR KEY - Rattle Keys
DRLOK--1	0.5	DOOR LOCK - Dead Bolt, Lock
DRLOK--2	0.7	DOOR LOCK - Dead Bolt, Unlock
DRLOK--3	2.3	DOOR LOCK - Dead Bolt, Lock With Key
DRLOK--4	2.3	DOOR LOCK - Dead Bolt, Unlock With Key

MARINE

WTBOT--1	7.9	WATER LOOP - Water Against Moving Boat
WTBOT--3	11.5	WATER LOOP - Water Against Moving Boat

MARINE:HORN

BTHRN--1	1.8	BOAT HORN - Tug Boat, Single Blast
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METAL

MTHIT--1	0.4	METAL HIT - Hammer Automotive Bumper
MTHIT--5	1.1	METAL HIT - Hammer Automotive Body Panel

MILITARY

GNCOC--1	0.5	GUN COCK - 12 Gauge Shotgun, Single Cock
GNCOC--3	0.8	GUN COCK - 12 Gauge Shotgun, Single Cock
GS12G--1	0.7	GUNSHOT - 12 Gauge Shotgun, Single Shot
GS22C--1	0.3	GUNSHOT - 22 Calibre, Single Shot
GS22C--3	0.4	GUNSHOT - 22 Calibre with Silencer, Single Shot
GS38C--1	0.5	GUNSHOT - 38 Calibre Revolver, Single Shot
GS45C--1	0.5	GUNSHOT - 45 Calibre Machine Gun, One Shot
GS45C--3	0.6	GUNSHOT - 45 Calibre Machine Gun, Two Shots
GS45C--5	6.1	GUNSHOT - 45 Calibre Machine Gun, Medium Burst
GS45C--7	13.3	GUNSHOT - 45 Calibre Machine Gun, Long Burst

MILITARY:EXPLOSION

EXLRG--1	4.8	EXPLOSION - Large Blast
EXLRG--3	4.1	EXPLOSION - Large Blast
EXMED--1	4.1	EXPLOSION - Medium Blast
EXMED--3	9.8	EXPLOSION - Medium Blast
EXSML--1	3.0	EXPLOSION - Small Blast

MIXER

EAMIX--1	15.0	MIXER - Hand Held, Electric, Start, Run, Stop
EAMIX--2	10.7	MIXER - Hand Held, Electric, Start, Run, Stop
FDMIX--1	8.5	MIXING LOOP - Beating Eggs with Whisk

filename seconds caption

MOTOR:BOAT

BTAWA--3	21.8	BOAT AWAY - Drive Away From Dock, 20 HP Johnson
BTDRV--3	2.6	BOAT DRIVE LOOP - Driving, On Board, 20 HP Johnson
BTHSP--3	8.2	BOAT DRIVE LOOP - High Speed, On Board, 20 HP Johnson
BTIDL--3	4.6	BOAT IDLE LOOP - 20 HP Johnson
BTPBF--3	7.7	BOAT PASS BY, FAST - 20 HP Johnson
BTPBS--3	13.6	BOAT PASS BY, SLOW - 20 HP Johnson
BTPUL--3	22.7	BOAT PULL UP - Shut Off, On Board, 20 HP Johnson
BTPUP--3	20.5	BOAT PULL UP - Shut Off, 20 HP Johnson
BTSTD--3	29.6	BOAT AWAY LOOP - Start, Drive, 20 HP Johnson
BTSTP--3	1.6	BOAT SHUT OFF - 20 HP Johnson
BTSTR--3	14.7	BOAT START LOOP - Start & Idle, 20 HP Johnson

MOTORCYCLE

MCAWA--7	12.2	MOTORCYCLE AWAY - Put in Gear, Pull Away, Suzuki 750
MCIDL--7	2.9	MOTORCYCLE IDLE LOOP - Suzuki 750
MCPBF--7	6.8	MOTORCYCLE PASS BY, FAST - Suzuki 750
MCPBM--7	10.2	MOTORCYCLE PASS BY, MEDIUM - Suzuki 750
MCPBS--7	9.8	MOTORCYCLE PASS BY, SLOW - Suzuki 750
MCPUP--7	8.8	MOTORCYCLE PULL UP - Shut Off, Suzuki 750
MCREV--7	1.1	MOTORCYCLE REV - Single Rev, Suzuki 750
MCSTP--7	0.9	MOTORCYCLE SHUT OFF - Suzuki 750
MCSTR--7	6.9	MOTORCYCLE START LOOP - Start & Idle, Suzuki 750

NEWSROOM

OFNWS--1	19.5	NEWSROOM LOOP - Typewriters, Voices
OFNWS--3	42.4	NEWSROOM LOOP - Typewriters, Voices

NUT CRACKER

FDNUT--1	1.7	NUT CRACKER - Cracking Nut
FDNUT--2	1.2	NUT CRACKER - Cracking Nut
FDNUT--3	0.9	NUT CRACKER - Cracking Nut

OFFICE

OFNWS--1	19.5	NEWSROOM LOOP - Typewriters, Voices
OFNWS--3	42.4	NEWSROOM LOOP - Typewriters, Voices
OFSML--1	16.7	OFFICE LOOP - Typewriters, Voices, Small Office
OFSML--3	53.2	OFFICE LOOP - Typewriters, Voices, Small Office

OFFICE:COMPUTER

CPBEP--1	0.7	COMPUTER BEEP - IBM XT
CPKEY--1	0.3	COMPUTER KEYPAD - Single Key Stroke
CPKEY--2	0.3	COMPUTER KEYPAD - Single Key Stroke
CPKEY--3	0.3	COMPUTER KEYPAD - Single Key Stroke
CPKEY--4	0.3	COMPUTER KEYPAD - Single Key Stroke
CPKEY--5	0.2	COMPUTER KEYPAD - Space Bar
CPKEY--6	0.3	COMPUTER KEYPAD - Space Bar
CPKEY--7	0.3	COMPUTER KEYPAD - Carriage Return
CPKEY--8	0.3	COMPUTER KEYPAD - Carriage Return
CPOFF--1	7.3	COMPUTER OFF - Shut Off, IBM XT
CPPTR--1	8.8	COMPUTER PRINTER LOOP - Start & Print, SC D300 Dot Matrix
CPPTR--2	5.8	COMPUTER PRINTER LOOP - Printing, SC D300 Dot Matrix
CPRUN--1	2.8	COMPUTER RUN LOOP - Sitting Idle, Fan, IBM XT
CPTON--1	23.8	COMPUTER ON LOOP - Turn On, Fan Run, IBM XT

OFFICE:EQUIPMENT

OFCLC--1	0.2	CALCULATOR - Hit Key, Sharp CS-1138
OFCLC--2	0.2	CALCULATOR - Hit Key, Sharp CS-1138
OFCLC--3	0.2	CALCULATOR - Hit Key, Sharp CS-1138
OFCLC--4	0.7	CALCULATOR - Sub-total, Paper Advance, Sharp CS-1138
OFCLC--5	0.6	CALCULATOR - Sub-total, Paper Advance, Sharp CS-1138
OFCLC--6	1.5	CALCULATOR - Total, Multiple Advance, Sharp CS-1138
OFCOP--1	9.4	PHOTOCOPIER - Make Copy, Xerox 1012
OFPST--1	4.0	POSTAGE METER LOOP - Start, Run Idle, Pitney Bowes 6200
OFPST--2	1.0	POSTAGE METER - Run Letter Through, Pitney Bowes 6200
OFPST--3	0.9	POSTAGE METER - Shut Off, Pitney Bowes 6200
OFSTP--1	0.7	STAPLER - Staple Paper

OUTDOOR AMBIENCE

BGRES--1	11.8	B/G LOOP, RESIDENTIAL - Birds, River in Background
BGRES--3	28.0	B/G LOOP, RESIDENTIAL - Birds, River in Background
BGRES--5	58.9	B/G LOOP, RESIDENTIAL - Birds, River in Background
BGRES--7	21.1	B/G LOOP, RESIDENTIAL - Birds, Distant Traffic
BGRES--9	38.0	B/G LOOP, RESIDENTIAL - Birds, Distant Traffic
BGRUR--1	7.1	B/G LOOP, RURAL - Night-time, Crickets
BGRUR--3	17.0	B/G LOOP, RURAL - Night-time, Crickets

filename	seconds	caption
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OUTDOOR AMBIENCE (con't)

BGRUR--5	60.2	B/G LOOP, RURAL - Night-time, Crickets
BGRUR--7	13.7	B/G LOOP, RURAL - Daytime, Crickets, Birds
BGRUR--9	18.0	B/G LOOP, RURAL - Daytime, Crickets, Birds
BGRUR--11	54.8	B/G LOOP, RURAL - Daytime, Crickets, Birds
TRCTH--1	32.6	TRAFFIC, CITY - Heavy, Stop & Go, Voices, Horns
TRCTL--1	28.9	TRAFFIC, CITY - Light, Streetcars, Pedestrians
TRCTL--3	61.9	TRAFFIC, CITY - Light, Streetcars, Pedestrians
TRHWH--1	14.4	TRAFFIC, HIGHWAY - Heavy, 50-60 MPH
TRHWH--3	27.0	TRAFFIC, HIGHWAY - Heavy, 50-60 MPH
TRHWH--5	61.0	TRAFFIC, HIGHWAY - Heavy, 50-60 MPH
TRHWL--1	18.4	TRAFFIC, HIGHWAY - Light, 50-60 MPH
TRHWL--3	31.9	TRAFFIC, HIGHWAY - Light, 50-60 MPH
TRHWL--5	62.9	TRAFFIC, HIGHWAY - Light, 50-60 MPH

OVEN

EAOVN--1	2.1	OVEN - Open Door
EAOVN--2	1.2	OVEN - Close Door
EAOVN--3	2.0	OVEN - Slide Rack Out
EAOVN--4	2.0	OVEN - Slide Rack In
EAOVN--5	0.8	OVEN, MICROWAVE - Open Door
EAOVN--6	0.9	OVEN, MICROWAVE - Close Door
EAOVN--7	6.8	OVEN, MICROWAVE LOOP - Start, Cook
EAOVN--8	3.0	OVEN, MICROWAVE LOOP - Cooking
EAOVN--9	5.1	OVEN, MICROWAVE - Stop, Beeps
EAOVN-10	0.4	OVEN, MICROWAVE - Beep

PHONE

TPRNG--1	1.1	TELEPHONE RING - Electronic, Single Ring
TPRNG--3	2.1	TELEPHONE RING - Electronic, Single Ring
TPRNG--5	2.5	TELEPHONE RING - Electronic, Single Ring
TPRNG--7	2.9	TELEPHONE RING - Single Ring
TPRNG--9	3.2	TELEPHONE RING - Single Ring
TPRNG-11	2.1	TELEPHONE RING - Single Ring

PHOTOCOPIER

OFCOP--1	9.4	PHOTOCOPIER - Make Copy, Xerox 1012
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PLANE

APTRB--1	21.8	AIRPLANE, TURBO-PROP - Aurora, Pass Overhead
APTRB--3	11.2	AIRPLANE, TURBO-PROP - Aurora, Pass Overhead
APTWN--1	8.1	AIRPLANE, TWIN PROP - Otter, Pass Overhead
APWW2--1	6.5	AIRPLANE, WW2 - FG1-D Corsair, Pass Overhead
APWW2--3	8.4	AIRPLANE, WW2 - P51D Mustang, Pass Overhead
APWW2--5	6.8	AIRPLANE, WW2 - Grumman TMB-3E Avenger, Pass Overhead
PLHND--1	1.7	PLANE, HAND - Planing Wood, Single Stroke
PLHND--2	1.6	PLANE, HAND - Planing Wood, Single Stroke
PLHND--3	1.5	PLANE, HAND - Planing Wood, Single Stroke

POP:CORK

BOOPN--6	0.3	BOTTLE OPEN - Wine, Cork Pop
BOOPN--7	0.7	BOTTLE OPEN - Wine, Remove Cork, Previously Opened Bottle

POSTAGE METER

OFPS--1	4.0	POSTAGE METER LOOP - Start, Run Idle, Pitney Bowes 6200
OFPS--2	1.0	POSTAGE METER - Run Letter Through, Pitney Bowes 6200
OFPS--3	0.9	POSTAGE METER - Shut Off, Pitney Bowes 6200

PRINTER

CPPTR--1	8.8	COMPUTER PRINTER LOOP - Start & Print, SC D300 Dot Matrix
CPPTR--2	5.8	COMPUTER PRINTER LOOP - Printing, SC D300 Dot Matrix

PUNCH:BODY

BDARM--1	0.3	BODY ARM - Arm Swing Through Air
BDPUN--1	0.3	BODY PUNCH - Arm Swing & Punch
BDPUN--2	0.3	BODY PUNCH - BDPUN--1 w/out Arm Swing
BDPUN--3	0.3	BODY PUNCH - Arm Swing & Punch
BDPUN--4	0.3	BODY PUNCH - BDPUN--3 w/out Arm Swing
BDPUN--5	0.3	BODY PUNCH - Arm Swing & Punch
BDPUN--6	0.3	BODY PUNCH - BDPUN--5 w/out Arm Swing
BDPUN--7	0.3	BODY PUNCH - Arm Swing & Punch
BDPUN--8	0.2	BODY PUNCH - BDPUN--7 w/out Arm Swing
BDPUN--9	0.4	BODY PUNCH - Arm Swing & Punch
BDPUN-10	0.3	BODY PUNCH - BDPUN--9 w/out Arm Swing
BDPUN-11	0.4	BODY PUNCH - Arm Swing & Punch
BDPUN-12	0.3	BODY PUNCH - BDPUN-11 w/out Arm Swing
BDSOK--1	0.3	BODY PUNCH - Arm Swing & Jaw Sock

PUNCH:BODY (con't)

BDSOK--2	0.3	BODY PUNCH - BDSOK--1 w/out Arm Swing
BDSOK--3	0.3	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--4	0.3	BODY PUNCH - BDSOK--3 w/out Arm Swing
BDSOK--5	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--6	0.3	BODY PUNCH - BDSOK--5 w/out Arm Swing
BDSOK--7	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--8	0.4	BODY PUNCH - BDSOK--7 w/out Arm Swing
BDSOK--9	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--10	0.3	BODY PUNCH - BDSOK--9 w/out Arm Swing
BDSOK--11	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--12	0.3	BODY PUNCH - BDSOK--11 w/out Arm Swing
BDSOK--13	0.4	BODY PUNCH - Arm Swing & Jaw Sock
BDSOK--14	0.3	BODY PUNCH - BDSOK--13 w/out Arm Swing

RAIN

RNHEV--1	9.1	RAIN LOOP - Heavy Rain on Pavement
RNHEV--3	8.8	RAIN LOOP - Heavy Rain on Water
RNLIT--1	8.5	RAIN LOOP - Light Rain on Dock
RNMED--1	6.7	RAIN LOOP - Medium Rain on Pavement
THCLP--1	6.7	THUNDER CLAP - Single Clap, Light Rain
THCLP--3	8.5	THUNDER CLAP - Single Clap, Light Rain
THCLP--5	6.5	THUNDER CLAP - Single Clap, Heavy Rain
THCLP--7	14.5	THUNDER CLAP - Single Clap, Heavy Rain
THCLP--9	15.0	THUNDER CLAP - Single Clap, Heavy Rain
THRMB--1	11.2	THUNDER RUMBLE - Rumbling Off In Distance
THRMB--3	13.2	THUNDER RUMBLE - Rumbling Off In Distance
THRMB--5	16.4	THUNDER RUMBLE - Rumbling, Light Rain
THRMB--7	8.8	THUNDER RUMBLE - Rumbling, Heavy Rain

REFRIGERATOR

EAFRG--1	5.0	FRIDGE INTERIOR LOOP - Open Door, Fan Running
EAFRG--2	2.7	FRIDGE INTERIOR LOOP - Fan Running
EAFRG--3	1.1	FRIDGE - Close Door
EAFRG--4	2.7	FRIDGE EXTERIOR LOOP - Fan & Compressor Running

filename seconds caption

RESTAURANT

RRBRM--1	12.9	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--3	31.2	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--5	60.1	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--7	15.2	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--9	33.3	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRM--11	57.9	BAR ATMOSPHERE LOOP - Medium Crowd
RRBRS--1	15.0	BAR ATMOSPHERE LOOP - Small Crowd
RRBRS--3	34.0	BAR ATMOSPHERE LOOP - Small Crowd
RRBRS--5	62.9	BAR ATMOSPHERE LOOP - Small Crowd
RRFFS--1	12.0	RESTAURANT LOOP - Fast Food, Small Crowd
RRFFS--3	35.8	RESTAURANT LOOP - Fast Food, Small Crowd
RRFFS--5	59.6	RESTAURANT LOOP - Fast Food, Small Crowd
RRLRG--1	17.0	RESTAURANT LOOP - Large Crowd
RRLRG--3	32.0	RESTAURANT LOOP - Large Crowd
RRLRG--5	57.1	RESTAURANT LOOP - Large Crowd
RRMED--1	14.0	RESTAURANT LOOP - Medium Crowd
RRMED--3	32.1	RESTAURANT LOOP - Medium Crowd
RRMED--5	56.8	RESTAURANT LOOP - Medium Crowd

RIVER

RVFST--1	7.6	RIVER LOOP - Fast River
RVSLO--1	4.6	RIVER LOOP - Slow River

SANDER

CNSND--1	11.3	SANDER, ELECTRIC - Start, Sand Wood, Stop
CNSND--2	6.2	SANDING LOOP - Sanding Wood By Hand

SAW

SAELE--1	19.7	SAW LOOP - Electric Hand Saw, Cutting Wood
SAHAK--1	5.9	SAW LOOP - Hack Saw, Cutting Metal Pipe
SAHND--1	12.2	SAW LOOP - Hand Saw, Cutting Wood
SAJIG--1	16.2	SAW LOOP - Jigsaw, Cutting Wood
SATBL--1	4.0	SAW START LOOP - Table Saw, Start & Run
SATBL--2	2.9	SAW RUN LOOP - Table Saw, Running
SATBL--3	10.0	SAW LOOP - Table Saw, Cut Small Pieces of Wood
SATBL--4	2.6	SAW OFF - Table Saw, Shut Off

filename seconds caption

SCREAM

HUSCR--1	1.7	SCREAM - Terrified Female
HUSCR--3	2.3	SCREAM - Terrified Female
HUSCR--5	1.8	SCREAM - Terrified Male
HUSCR--7	1.5	SCREAM - Terrified Male

SEASHORE

SRWAV--1	14.7	WAVE LOOP - Medium Waves on Beach
SRWAV--3	12.1	WAVE LOOP - Heavy Waves on Beach
SRWAV--5	29.3	WAVE LOOP - Heavy Waves on Beach, Wind

SIREN

SIAMB--1	22.0	SIREN, AMBULANCE - Pass By, City Atmosphere
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SMASH

GLSMH--1	1.3	GLASS SMASH - Automotive Headlight
GLSMH--5	1.7	GLASS SMASH - Automotive Headlight
GLSMH--9	1.2	GLASS SMASH - Automotive Window

SNEEZE

HUNOS--1	1.1	NOSE BLOW - Female Blowing Nose
HUNOS--2	1.1	NOSE BLOW - Female Blowing Nose
HUNOS--3	1.7	NOSE BLOW - Male Blowing Nose
HUNOS--4	0.9	NOSE BLOW - Male Blowing Nose
HUSNZ--1	0.9	SNEEZE - Female

SPRAY

HHSPR--1	4.0	SPRAY, AEROSOL - Shaving Cream
HHSPR--2	2.9	SPRAY, AEROSOL - Air Freshener, Constant Spray
HHSPR--3	3.7	SPRAY, AEROSOL - Air Freshener, Waving Can Around
HHSPR--4	6.3	SPRAY, BOTTLE - Pump Action

SQUEAL:CAR

CRSQL--1	3.8	AUTO SQUEAL - Tire Squeal While Pulling Away
CRSQL--2	3.8	AUTO SQUEAL - Tire Squeal While Pulling Away
CRSQL--3	1.0	AUTO SQUEAL - Tire Squeal While Pulling Away
CRSQL--4	3.0	AUTO SQUEAL - Tire Squeal While Turning
CRSQL--5	3.4	AUTO SQUEAL - Tire Squeal While Turning and Pulling Away

STAPLER

OFSTP--1	0.7	STAPLER - Staple Paper
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SWITCH:LIGHT

HHLTS--1	0.5	LIGHT SWITCH - Rotary Dimmer
HHLTS--3	0.3	LIGHT SWITCH - Wall Switch
HHLTS--5	0.3	LIGHT SWITCH - Wall Switch
HHLTS--7	0.3	LIGHT SWITCH - Wall Switch
HHLTS--9	0.2	LIGHT SWITCH - Lamp
HHLTS-11	0.3	LIGHT SWITCH - Lamp
HHLTS-13	0.3	LIGHT SWITCH - Lamp
HHLTS-15	0.3	LIGHT SWITCH - Lamp
HHLTS-17	0.3	LIGHT SWITCH - Lamp
HHLTS-19	0.3	LIGHT SWITCH - Lamp
HHLTS-21	0.6	LIGHT SWITCH - Pull Chain
HHLTS-23	0.2	LIGHT SWITCH - Lamp

TELEPHONE

TPRNG--1	1.1	TELEPHONE RING - Electronic, Single Ring
TPRNG--3	2.1	TELEPHONE RING - Electronic, Single Ring
TPRNG--5	2.5	TELEPHONE RING - Electronic, Single Ring
TPRNG--7	2.9	TELEPHONE RING - Single Ring
TPRNG--9	3.2	TELEPHONE RING - Single Ring
TPRNG-11	2.1	TELEPHONE RING - Single Ring

THUNDER

THCLP--1	6.7	THUNDER CLAP - Single Clap, Light Rain
THCLP--3	8.5	THUNDER CLAP - Single Clap, Light Rain
THCLP--5	6.5	THUNDER CLAP - Single Clap, Heavy Rain
THCLP--7	14.5	THUNDER CLAP - Single Clap, Heavy Rain
THCLP--9	15.0	THUNDER CLAP - Single Clap, Heavy Rain
THRMB--1	11.2	THUNDER RUMBLE - Rumbling Off In Distance
THRMB--3	13.2	THUNDER RUMBLE - Rumbling Off In Distance
THRMB--5	16.4	THUNDER RUMBLE - Rumbling, Light Rain
THRMB--7	8.8	THUNDER RUMBLE - Rumbling, Heavy Rain

TOASTER

EATST--1	1.2	TOASTER - Push Down
EATST--2	0.6	TOASTER - Pop Up

TOILET

HHTLT--1 19.3 TOILET - Flush (Mono)
HHTLT--2 10.0 TOILET - Flush (Mono)

TRAFFIC

TRCTH--1 32.6 TRAFFIC, CITY - Heavy, Stop & Go, Voices, Horns
TRCTL--1 28.9 TRAFFIC, CITY - Light, Streetcars, Pedestrians
TRCTL--3 61.9 TRAFFIC, CITY - Light, Streetcars, Pedestrians
TRHWH--1 14.4 TRAFFIC, HIGHWAY - Heavy, 50-60 MPH
TRHWH--3 27.0 TRAFFIC, HIGHWAY - Heavy, 50-60 MPH
TRHWH--5 61.0 TRAFFIC, HIGHWAY - Heavy, 50-60 MPH
TRHWL--1 18.4 TRAFFIC, HIGHWAY - Light, 50-60 MPH
TRHWL--3 31.9 TRAFFIC, HIGHWAY - Light, 50-60 MPH
TRHWL--5 62.9 TRAFFIC, HIGHWAY - Light, 50-60 MPH

TRUCK

TKAWA--1 11.4 TRUCK AWAY - Pull Away, Hino Diesel
TKIDL--1 4.1 TRUCK IDLE LOOP - Hino Diesel
TKPBF--1 7.6 TRUCK PASS BY, FAST - Hino Diesel
TKPBS--1 12.3 TRUCK PASS BY, SLOW - Hino Diesel
TKPUP--1 12.2 TRUCK PULL UP - Shut Off, Hino Diesel
TKSTP--1 2.7 TRUCK SHUT OFF - Hino Diesel
TKSTR--1 6.3 TRUCK START LOOP - Start & Idle, Hino Diesel

TRUNK:CAR

CRTRK--1 0.7 AUTO TRUNK - Close, 1985 Ford LTD
CRTRK--2 3.9 AUTO TRUNK - Close, 1987 Buick Park Avenue
CRTRK--3 3.0 AUTO TRUNK - Auto Release, Open, 1985 Ford LTD
CRTRK--4 3.8 AUTO TRUNK - Auto Release, Open, 1987 Buick Park Avenue

VACUUM CLEANER

EAVAC--1 7.6 VACUUM CLEANER LOOP - Start, Vacuum

VAN:DOOR

CRDOR-12 1.3 AUTO DOOR - Van, Slide Shut, 1986 Plymouth Voyager
CRDOR-13 3.0 AUTO DOOR - Van, Slide Open, 1986 Plymouth Voyager

WATER

HHWTR--1 6.7 WATER LOOP - Run Water, Porcelain Sink, Slow
HHWTR--2 3.2 WATER LOOP - Run Water, Porcelain Sink, Medium
HHWTR--3 8.7 WATER LOOP - Run Water, Porcelain Sink, Fast

WATER (con't)

HHWTR--4	13.4	WATER FILL LOOP - Filling Porcelain Sink
HHWTR--5	2.1	WATER STOP - Shut Water Off
HHWTR--6	15.3	WATER DRAIN - Drain Porcelain Sink
RVFST--1	7.6	RIVER LOOP - Fast River
RVSLO--1	4.6	RIVER LOOP - Slow River
SRWAV--1	14.7	WAVE LOOP - Medium Waves on Beach
SRWAV--3	12.1	WAVE LOOP - Heavy Waves on Beach
SRWAV--5	29.3	WAVE LOOP - Heavy Waves on Beach, Wind
WFLRG--1	7.9	WATERFALL LOOP - Large Waterfall
WFSML--1	4.9	WATERFALL LOOP - Small Waterfall
WTBOT--1	7.9	WATER LOOP - Water Against Moving Boat
WTBOT--3	11.5	WATER LOOP - Water Against Moving Boat

WATER:RAIN

RNHEV--1	9.1	RAIN LOOP - Heavy Rain on Pavement
RNHEV--3	8.8	RAIN LOOP - Heavy Rain on Water
RNLIT--1	8.5	RAIN LOOP - Light Rain on Dock
RNMED--1	6.7	RAIN LOOP - Medium Rain on Pavement

WATERFALL

WFLRG--1	7.9	WATERFALL LOOP - Large Waterfall
WFSML--1	4.9	WATERFALL LOOP - Small Waterfall

WAVES

SRWAV--1	14.7	WAVE LOOP - Medium Waves on Beach
SRWAV--3	12.1	WAVE LOOP - Heavy Waves on Beach
SRWAV--5	29.3	WAVE LOOP - Heavy Waves on Beach, Wind

WEATHER:RAIN

RNHEV--1	9.1	RAIN LOOP - Heavy Rain on Pavement
RNHEV--3	8.8	RAIN LOOP - Heavy Rain on Water
RNLIT--1	8.5	RAIN LOOP - Light Rain on Dock
RNMED--1	6.7	RAIN LOOP - Medium Rain on Pavement

WEATHER:THUNDER

THCLP--1	6.7	THUNDER CLAP - Single Clap, Light Rain
THCLP--3	8.5	THUNDER CLAP - Single Clap, Light Rain
THCLP--5	6.5	THUNDER CLAP - Single Clap, Heavy Rain
THCLP--7	14.5	THUNDER CLAP - Single Clap, Heavy Rain

filename seconds caption

WEATHER:THUNDER (con't)

THCLP--9	15.0	THUNDER CLAP - Single Clap, Heavy Rain
THRMB--1	11.2	THUNDER RUMBLE - Rumbling Off In Distance
THRMB--3	13.2	THUNDER RUMBLE - Rumbling Off In Distance
THRMB--5	16.4	THUNDER RUMBLE - Rumbling, Light Rain
THRMB--7	8.8	THUNDER RUMBLE - Rumbling, Heavy Rain

WEATHER:WIND

WDHEV--1	16.8	WIND LOOP - Heavy Wind Through Trees
WDHEV--2	16.8	WIND LOOP - Heavy Wind Through Trees (Mono)
WDHEV--3	18.8	WIND LOOP - Heavy, Howling & Whistling
WDHEV--4	19.8	WIND LOOP - Heavy, Howling & Whistling (Mono)

WHISTLE

WSCOM--1	1.8	WHISTLE, COMEDY - Short Blow
WSCOM--3	3.0	WHISTLE, COMEDY - Short Blow
WSSLD--1	1.6	WHISTLE, SLIDE - Slide Down
WSSLD--3	0.5	WHISTLE, SLIDE - Slide Down
WSSLD--5	0.8	WHISTLE, SLIDE - Slide Up
WSSLD--6	0.9	WHISTLE, SLIDE - Slide Up (100 kHz)
WSSLD--7	0.6	WHISTLE, SLIDE - Slide Up

WIND

WDHEV--1	16.8	WIND LOOP - Heavy Wind Through Trees
WDHEV--2	16.8	WIND LOOP - Heavy Wind Through Trees (Mono)
WDHEV--3	18.8	WIND LOOP - Heavy, Howling & Whistling
WDHEV--4	19.8	WIND LOOP - Heavy, Howling & Whistling (Mono)